

Bay 12 Games Forum

Dwarf Fortress => DF Community Games & Stories => Topic started by: Bralbaard on March 12, 2012, 11:54:12 am

Title: **The Museum: Adventure mode succession world (DF 34.11)**
Post by: **Bralbaard** on **March 12, 2012, 11:54:12 am**

This is the thread for the first museum succession game. It has been running for a surprisingly long time; 143 in-game years have passed, 75 adventurers have played, and 37 fortresses have been constructed around the world that serve as adventuring locations. You will need df version 34.11 to play. For the museum II game follow this link (<http://www.bay12forums.com/smf/index.php?topic=143382.0>).

The game is centered around a museum. The museum was constructed in the central keep of the town of Dinnerwandered in the kindom of Omon Woge at the start of the game. The idea is that our adventurers are going to fill it with artifacts and treasure that they collect from all over the world. When it's your turn your adventurer has one (real time) week to collect -one- item and bring it to the museum or die trying. To keep things interesting there's something extra: if you die early, or if you manage to collect an item well ahead of schedule you can use the rest of your week to (secretly) build a fortress, for future adventurers to adventure in. adventurers that survive can be retired at the museum.

I did a more extensive write-up of the rules, read this if you are going to play a turn
[Spoiler](#) (click to show/hide)
Rules and advice:

- Adventurers have to start as heroes or peasants, no demigods for now.
- Death is fatal. no savescumming unless you need to avoid crashes/bugs. loosing is fun, and makes a good story too.
- You have one week, or untill your character dies, (but you can spend the rest of your week building an adventure site/fortress, see below)
- retire your adventurer when you are finished.

The world map is huge, you may want to make sure you start near the museum. The museum is situated in the human kingdom of 'OMON WOGE'. Starting as an adventurer in this empire is advisable but not required. The northernmost of the two empires named Dur Kunod is also nearby. -Artifacts are somewhat buggy (<http://www.bay12games.com/dwarves/mantisbt/view.php?id=1179>) in that they seem to vanish when dropped. Caldфир posted a workaround for this:

Quote from: Caldфир on February 25, 2013, 11:10:42 pm

Yeah the bug with artifacts is a pretty annoying one. There is a workaround that people in the future building forts might try if they want some of their creations to make it to the museum: if the artifact is placed inside a bin in fortress mode (before abandon), the artifact is *permanently linked to the bin*. So as long as an adventurer transports the bin to the museum, the artifact should be viewable inside. Note this only works if done in fortress mode before abandon - artifacts can't be properly put in containers in adventure mode.

When building a fortress:

do not post a log of the construction off the fortress, this thread is about adventure mode, not fortress mode.

I will try to add finished fortresses to the world map, so adventurers know where to go.

If you build your fortress close to the museum, there may be a better chance that it gets visitors, on the other hand, adventurers have traveled all the way to Silverywind and back, so it is not a requirement.

There are tools that can be helpful when designing a fortress: DFhack allows you to retire fortresses instead of abandoning them, making them functional dwarf fortresses. You can also abandon your fortress in such a way that items don't scatter all over the place, this is **very** helpful. More information here:

<http://www.bay12forums.com/smf/index.php?topic=81738.0> (<http://www.bay12forums.com/smf/index.php?topic=81738.0>)

There is a bug that causes migrants to show up as "friendly" instead of joining your fortress; this post has information on how you can fix it:

<http://www.bay12forums.com/smf/index.php?topic=104399.msg5607993#msg5607993>

Finally:

It is highly encouraged that you write in some detail about your adventures. "I walked around for four days killing stuff and I brought you this pig tail sock" would be a bit too short.

The museum is situated on the ground floor of the keep of the city of Dinnerwandered . Items don't scatter when placed in the museum, so we can safely store them there for display.

That's enough information for now, any feedback is appreciated.

have Fun!

You can always request to take your turn later once you are on the list.

Current turn list:

- 1: Logic (finished) link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3090978#msg3090978>) <--World passed into the age of legends
- 2: Antlion12 (finished) link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3114538#msg3114538>) , map update (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3147812#msg3147812>)
- 3: Kromgar (finished) link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3155256#msg3155256>)2, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3156559#msg3156559>)3, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3291999#msg3291999>)5, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3158142#msg3158142>)4 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3178497#msg3178497>)
- 4: Brewster (finished) link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3213245#msg3213245>)2 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3213457#msg3213457>)
- 5: Siverix (finished) link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3217118#msg3217118>)
- 6: Tehsapper (finished) link, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3244272#msg3244272>)map update (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3244645#msg3244645>)
- 7: Bralbaard (finished) link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3268198#msg3268198>)2, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3271427#msg3271427>)3, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3291999#msg3291999>)5, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3297016#msg3297016>)6, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3297923#msg3297923>)(7) (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3421504#msg3421504>)
- 8: Sappho (finished) link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3299851#msg3299851>)2 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3300971#msg3300971>) <--Invention of minecarts and tracks (DF 34.08 release)
- 9: Spinal_Taper (finished) link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3323641#msg3323641>)2, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3344784#msg3344784>)3 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3356964#msg3356964>)
- 10: Llamainaspitfire (finished) link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3383340#msg3383340>)
- 11: Argonnek (finished) link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3385374#msg3385374>)
- 12: Brewster (finished) link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3387359#msg3387359>)
- 13: niyazov(finished) link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3396004#msg3396004>)2, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3397127#msg3397127>)3, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3397308#msg3397308>)5, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3397690#msg3397690>)6, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3399765#msg3399765>)7, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3417631#msg3417631>)8 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3420583#msg3420583>)
- 14: Ncommander (finished) Link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3421397#msg3421397>)2, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3421941#msg3421941>)3 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3422021#msg3422021>)
- 15: Tehsapper (finished) Link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3456136#msg3456136>)2, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3461851#msg3461851>)3, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3463832#msg3463832>)4, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3465888#msg3465888>)5, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3470285#msg3470285>)6, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3475099#msg3475099>)7, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3480766#msg3480766>)8, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3488396#msg3488396>)9, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3508054#msg3508054>)10 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3528205#msg3528205>)
- 16: Sappho (finished) Link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3484489#msg3484489>)2, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3485217#msg3485217>)3, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3487345#msg3487345>)4 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3497995#msg3497995>)
- 17: Bralbaard (finished) Link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3501212#msg3501212>)2 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3501212#msg3501212>)
- 18: Eric Blank (finished) Link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3577275#msg3577275>) 2

(http://www.bay12forums.com/smf/index.php?topic=104399.msg3580772#msg3580772)
19: Lightningfalcon (finished) Link (http://www.bay12forums.com/smf/index.php?topic=104399.msg3639981#msg3639981)
20: Putnam (finished) Link (http://www.bay12forums.com/smf/index.php?topic=104399.msg3653563#msg3653563)
21: Furohman(finished) Link, (http://www.bay12forums.com/smf/index.php?topic=104399.msg3662642#msg3662642) map update
(http://www.bay12forums.com/smf/index.php?topic=104399.msg3667158#msg3667158)
22: Peter1 (finished) Link (http://www.bay12forums.com/smf/index.php?topic=104399.msg3712739#msg3712739)
23: Kromgar (finished) Link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg3771384#msg3771384)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg3773359#msg3773359)3 (http://www.bay12forums.com/smf/index.php?topic=104399.msg3775141#msg3775141)
24: Tomirony (finished) Link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg3786650#msg3786650)2
(http://www.bay12forums.com/smf/index.php?topic=104399.msg3789772#msg3789772)
25: Argonnek (finished) Link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg3835511#msg3835511)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg3838244#msg3838244)3, (http://www.bay12forums.com/smf/index.php?topic=104399.msg3838550#msg3838550)4, (http://www.bay12forums.com/smf/index.php?topic=104399.msg3841192#msg3841192)5
(http://www.bay12forums.com/smf/index.php?topic=104399.msg3843909#msg3843909)
26: Eric blank (finished) Link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg3929594#msg3929594) 2
(http://www.bay12forums.com/smf/index.php?topic=104399.msg3930230#msg3930230)
27: Bralbaard (finished) Link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg3972938#msg3972938)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg3974190#msg3974190)3, (http://www.bay12forums.com/smf/index.php?topic=104399.msg3977771#msg3977771)4 (http://www.bay12forums.com/smf/index.php?topic=104399.msg3998683#msg3998683)
28: NAV (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg3999527#msg3999527)
29: MrWillsauce (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4034228#msg4034228)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4041162#msg4041162)3, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4042056#msg4042056)4, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4060334#msg4060334)5,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4070352#msg4070352)6, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4071035#msg4071035)7, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4072338#msg4072338)8,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4074321#msg4074321)9 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4075157#msg4075157)
30: Atomic chicken (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4103312#msg4103312)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4105675#msg4105675)3, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4107440#msg4107440)4 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4139692#msg4139692)
31: Pie Maker (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4146555#msg4146555)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4150972#msg4150972)3, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4152832#msg4152832)4, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4155225#msg4155225)5
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4157949#msg4157949)
32: laularukyrumo (finished) turn 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4176900#msg4176900)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4178498#msg4178498)3 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4179427#msg4179427) <-- Crisis at the adventurer home (post 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4174369#msg4174369)2. (http://www.bay12forums.com/smf/index.php?topic=104399.msg4183449#msg4183449))
(33: Kromgar (save game lost)) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4187761#msg4187761)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4188045#msg4188045)3 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4188269#msg4188269))
34: Argonnek (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4230422#msg4230422)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4232418#msg4232418)3 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4234330#msg4234330)
35: notquitethere (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4259572#msg4259572)
36: Eric Blank (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4260744#msg4260744)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4265979#msg4265979)3, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4267517#msg4267517)5
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4269550#msg4269550)
(37: TheFlame52 (save game lost)) Link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4286393#msg4286393)
38: Bralbaard (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4300638#msg4300638)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4303367#msg4303367)3, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4307094#msg4307094)4 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4307438#msg4307438)
39: Timeless Bob (finished) link 1-4, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4321096#msg4321096)5-8
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4322823#msg4322823)
40: Hostergaard (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4348274#msg4348274) Analysis by historians: 1,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4439569#msg4439569) 2, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4469618#msg4469618) 3.. (http://www.bay12forums.com/smf/index.php?topic=104399.msg4480956#msg4480956)
(41: ☼!!Troll Fur Sock!!☼ (save game lost) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4396187#msg4396187))
42: Tehsapper (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4493755#msg4493755)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4501465#msg4501465)3-5, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4515472#msg4515472)6-8 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4523096#msg4523096)
43: Pie maker (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4538892#msg4538892)2
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4603169#msg4603169)
44: EvictedSaint (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4592284#msg4592284)
45: Argonnek (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4606779#msg4606779)
46: Eric Blank (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4641382#msg4641382)
47: Kesperan (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4692769#msg4692769) 2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4693035#msg4693035) 3, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4693753#msg4693753) 4, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4696365#msg4696365) 5,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4700591#msg4700591) 6 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4706879#msg4706879)
48: Strangemood (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4723665#msg4723665)
49: Timeless Bob (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4746297#msg4746297)
50: Bralbaard (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4758729#msg4758729)
51: Kalsb (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4798612#msg4798612)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4802931#msg4802931) 3 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4808275#msg4808275)
52: Argonnek (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4834492#msg4834492)
53: Gnorm (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4839040#msg4839040) 2
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4839815#msg4839815) <--Investigation by Kesperan: link
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4857502#msg4857502)
54: NAV (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4856741#msg4856741)
55: Kesperan (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4938525#msg4938525)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4940498#msg4940498)3, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4943063#msg4943063)4 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4949267#msg4949267)
56: Cynm (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4952289#msg4952289)
57: Koter (finished) link 1-2, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4977631#msg4977631) 3,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg4980165#msg4980165) 4 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4983040#msg4983040)
58: Eric Blank link 1... (http://www.bay12forums.com/smf/index.php?topic=104399.msg5000515#msg5000515) analysis by Plancky: link 1,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg5228899#msg5228899) 2 (http://www.bay12forums.com/smf/index.php?topic=104399.msg5231398#msg5231398) (add your own) (http://www.bay12forums.com/smf/index.php?topic=104399.msg5088049#msg5088049)
59: Timeless Bob (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg5060283#msg5060283)
60: Atomic Chicken (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg5133654#msg5133654)2,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg5299330#msg5299330)3, (http://www.bay12forums.com/smf/index.php?topic=104399.msg5304367#msg5304367) 4 (http://www.bay12forums.com/smf/index.php?topic=104399.msg5587577#msg5587577)
61: Strangemood (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg5145084#msg5145084)
62: Bralbaard (finished)link (http://www.bay12forums.com/smf/index.php?topic=104399.msg5444194#msg5444194)
63: Kalsb (finished) link... (http://www.bay12forums.com/smf/index.php?topic=104399.msg5193204#msg5193204)
64: Argonnek (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg5249706#msg5249706) 2.
(http://www.bay12forums.com/smf/index.php?topic=104399.1800)
65: Kromgar (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg5273824#msg5273824) 2.
(http://www.bay12forums.com/smf/index.php?topic=104399.msg5289744#msg5289744) Dishmab's log: (1,
(http://www.bay12forums.com/smf/index.php?topic=104399.msg5290455#msg5290455)2) (http://www.bay12forums.com/smf/index.php?topic=104399.msg5317071#msg5317071)
66: Tehsapper (finished) Link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg5302015#msg5302015)2,

(<http://www.bay12forums.com/smf/index.php?topic=104399.msg5308019#msg5308019>) 3 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5316693#msg5316693>)
67: Plancky (finished) Link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5324322#msg5324322>)
68: Kesperan (finished) link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5407336#msg5407336>)2
(<http://www.bay12forums.com/smf/index.php?topic=104399.msg5407339#msg5407339>)
69: Gnorm (writing)
70: Deepfreeze78 (finished) link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5494728#msg5494728>)
71: Timeless Bob (finished) link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5508634#msg5508634>)
72: NAV (finished) link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5567339#msg5567339>)
73: Tonnot98 (finished) link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5593978#msg5593978>) 2
(<http://www.bay12forums.com/smf/index.php?topic=104399.msg5594050#msg5594050>)
74: Piskopp (finished) link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5628068#msg5628068>) 2,
(<http://www.bay12forums.com/smf/index.php?topic=104399.msg5628728#msg5628728>)3 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5642617#msg5642617>)
75: Bralbaard (finished)link 1-3, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5762107#msg5762107>) 4-5
(<http://www.bay12forums.com/smf/index.php?topic=104399.msg5773578#msg5773578>)
76: Tonnot98 (finished)link 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5810559#msg5810559>) 2
(<http://www.bay12forums.com/smf/index.php?topic=104399.msg5811657#msg5811657>)
77: Kesperan link 1,.... (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5859151#msg5859151>) (writing)
78: NJW2000 (save game lost)
79: Gwolfski (current turn)

Achievements, deaths and statistics

Kesperan made a table that lists all the achievements, deaths, and other statistics of all adventurers that have played so far. The table can be found here (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4706903#msg4706903>)

The game inspired people into the making of art, poetry, and songs:

Dwarf Fortress: Songs of Omon Woge

Lyrics/poetry (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4723665#msg4723665>) by Strangemood (in the language of Omon Woge)

Track 1 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4731262#msg4731262>)by Putnam (includes sheet music)

Track 2 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4731710#msg4731710>)by Timeless Bob

The Dinnerwandered Gazeteer:

Timeless Bob has written several ✨detailed✨ posts about Dinnerwandered and surroundings as part of the Dinnerwandered Gazeteer project:

- Issue 1: (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4037620#msg4037620>) First map of Dinnerwandered and surroundings
Issue 2: (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4052429#msg4052429>) Annotated top down map of Dinnerwandered
Issue 3: (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4054389#msg4054389>) About the museum
Issue 4: (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4055530#msg4055530>) History of Teshil Despairdaub
Issue 5: (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4115163#msg4115163>) Isometric map of Dinnerwandered and Sunkengem year 1090 updated map year 1101 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4124510#msg4124510>)

Title: Re: The Museum: Adventure item quest (succession game)
Post by: Bralbaard on March 12, 2012, 11:54:41 am

I'll keep this post updated with description of all items in the museum.

You enter the museum through the main door; The room is poorly lit. The furniture consists of heavy marble tables, and an assortment of strange and wonderfull items are displayed on top of them. The smell of decaying flesh permeates the room: there are a lot of corpses among the exhibits, and not all of them seem to have been properly cleaned or prepared. Many of the items are not properly catalogued; old battered weapons and armor, a bogeyman hand, coins from faraway places and other items litter the floor. The most prized artifacts however, are clearly labeled and have some descriptive text as well:

- 1: A clutch of dragon eggs collected by Logic Enpumik.
The famous oologist Logic specialized in eggs of large reptiles, risking his own life he entered a dragon's lair and brought back not only several dragon eggs, but also for comparison, some eggs of reptile men, distant couings of the mighty dragons. Other adventurers have added more reptile eggs to the collection since then.
- 2: A gruesome pile of over 31494 items made of human body parts Leftovers from an awkward incident that led to the death of the entire staff of the museum. Not a particularly valuable collection, it is however too much trouble to remove. It is whispered that both Antlion12 and Kromgar are responsible for this mess.
- 3: A huge book collection . Some say that some of these books contain corrupting and dangerous knowledge, and that they should be burned. It is the opinion of the museum that information should be free, the books will stay accessible to the public. Submitted by Kromgar.
- 4: The necromancer's treasure A treasure of unimaginable value. This collection of jewelry, money and gems was collected by the necromancer Spinal_taper. The treasure fills several chests, coffers and bags.
- 5: A masterwork silver boning knife Submitted by Niyazov. This boning knife belonged to Teshil Despairdaub the vampire cave fish man overlord
Spoiler (click to show/hide)

«\silver boning knife\»

This is a masterful silver boning knife created by an unknown artisan
This object is adorned with hanging rings of ilmenite

Two Kills

Freeman Dielightnings the human, b 1023 d 1053
Aso Dwellingfaints the human, b 1032 d 1054

Slayer

Teshil Despairdaub the cave fish man vampire, b 78 d 1054, two kills

- 6:The scales of Thuthu Jirdothakom Othiubpo Evhol the Titan Stasbo humorbury the Tepid Blazes (Sappho) slew this creature and dragged it's hide to the museum from the other end of the world.
- 7:The corpses of Slynoble and Mindfulrelease, troglodyte bandits Submitted by Eric Blank. Many stories are told about these infamous troglodytes. Their corpses have now been put up for display at the museum, just to remind you that crime doesn't pay.
- 8:The corpse of Xidel Minedawn the Swamp of Stones, mountain titan. Submitted by Kromgar. A great three eyed theropod with feathered wings. It's purple taupe feathers are long and sparse. It was associated with nature, mountains, minerals, metals, disease, caverns and animals.
- 9:An exceptional silver goblet Submitted by Bora Ragedance the Allied Flesh of Nourishing (Eric Blank). Bora collected many great treasures, but finally decided to just submit this silver cup. It was stored in the northwest corner of the keep, on the third floor, away from the main collection. Probably because he felt, that from an artistic point of view, the goblets supreme beauty could be better experienced here. It is said that the rest of Bora's treasure is still somewhere out there.
- 10:*A sharpened shale rock* Submitted by Bralbaard Mulemerchant, this was to be the start of a large collection of rocks, obviously Bralbaard failed miserably in submitting the rest of the rocks.
- 11:✨A sharpened rhyolite rock✨ Submitted by Feb Minesizzled (Mrwillsauce)
After an epic adventure Feb had to choose which item to submit, the artifact wooden grate she took from the dwarven halls of luckystream known as "The Perplexing Moss" or the masterwork sharp rhyolite rock she created herself in a fey mood.... The choice was easy.
- 12: An unbelievable amount of vampire blood Submitted by Atomic Chicken. Ever since the age of myth adventurers have tried in vain to extract vampire blood that would successfully transfer the curse. Atomic chicken finally succeeded and submitted a minecart, a cauldron, and a dozen bags filled with vampire blood to the museum.
- 13: A masterful adamantine short sword The legends surrounding this sword are to outlandish to be believed. It is said that Nil Swifttoast the Colorless Complexity (Pie Maker) descended into hell itself and returned holding this magic sword. Others claim that the sword defeated ten demons and forgotten beasts.
- Spoiler (click to show/hide)

adamantine short sword
This is a masterful adamantine short sword created by an unknown artisan.

Seven Notable Kills

Goldflinches the squirrel monster, b. 900 d. 1101
Frothedgutters the Phantom of Filths the snail monster, b. 813 d. 1101
Sweatphlegm the Puke of Mites the snail monster, b. 795 d. 1101
Otira Washedburied the Shores of Swimming the forgotten beast, d. 1101
Strifeclout the brute of salt, b. 837 d. 1101
Kusut Webveil the Ungodly Heart the forgotten beast, d. 1101
Belchstench the Dead Snot the firefly devil, b. 863 d. 1101

Three Other Kills

Two squirrel monsters <♀> in The Field of Brews
One squirrel monster <♂> in The Field of Brews

Slayer

Nil Swifttoast the Colorless Complexity the dwarf necromancer, b. 1028, ten kills

- 14: A clutch of serpent woman eggs Submitted by Zega Drillblots (Argonnek). Zega found these eggs in the lair of a nightcreature near Mindfulring.
- 15: An andesite toy boat from Plankstirred Submitted by Eric Blank. Rumour has it that this is actually a scale model, and that the people from the Land of Amethysts are now building real boats to invade us.
- 16: The six corpses of Sluguflonkus Submitted by Bralbaard. Poor Sluguflonkus the kobold is cursed by the gods. She lives right under the museum and has to protect the dungeon from adventurers. Each time she fails, the gods raise her from death in a new cloned body. The museum now displays six of her corpses, feel free to add more.
- 17: A well crafted adamantine short sword Historians agree that this mysterious sword was most likely donated to the museum by Nithe Earthspeaker the lauded way the elf (Hostergaard). It can be found on the third floor of the museum and is coated with dried goblin blood.
- 18: The Three Eyes of Anu Submitted by Tehsapper. These eyes were ripped out of the skull of the forgotten beast Anu Sneerstepid the Triffling Worry by Ushat Parchgear after he and his companions killed the foul beast, right here in the city of Dinnerwandered.
- 19: An adventurer's left arm Gordon Dorenshistak (evictedsaint) submitted his own left arm to the museum. Read his tragic tale in his journal.
- 20: A dragonscale backpack Submitted by Kesperan. The backpack was crafted from the hide of dragon Obasp Zangusad Ronux Straza and is filled with exotic items, body parts and treasure.
- 21: A gray fiend head Submitted by Kesperan.
- Dishmab Northmanor, the twice-husked, vampiric necromancer dwarf descended into hell and gave the demons reason to fear the nightlight. This gray fiend head was his trophy.
- 22: A gray fiend corpse Aco Knitadmire (Kromgar) outperformed Dishmab with his submission for the museum and did not just submit a grey fiend head, but an entire corpse. Sadly he did not fare as well against Dismab in combat.
- 23: The diamond corpse of the gigantic panda, Weri Menacecurses Submitted by Kesperan
- 24: A faint yellow diamond quern Atomic Chicken submitted this priceless item before he travelled to the end of the world and beyond.
- 25: A bag filled with heinous ash Submitted by Pisskop. What syndromes does this magic dust transmit? Superpowers? instant death? A nasty rash? Touch at your own risk..
- 26: A wild boar ivory figurine of floating guts Submitted by Meng Craftplan the Dip of Targeting (Tonnot98). It is largely agreed upon by art-enthusiasts that this piece represents the first piece of modern art created by human culture. Te floating guts are thought to reference the mortality of adventurers, or of humans in general.

Spoiler (click to show/hide)

This is a finely-crafted wild boar ivory figurine of a floating guts. The item is a finely-designed image of a floating guts in wild boar ivory. It is encircled with bands of finely-crafted candleout. This object is adorned with hanging rings of superior quality mountain goat hoof.

Lost items:
Mournsaints the Ruler-Fire of Rewards, magnetite amulet Submitted by Tehsapper.

Spoiler (click to show/hide)

This amulet was created in the mysterious dwarven city of Silverywind, located far, far away to the south. Bralbaard first collected it but failed to bring it home, finally Tehsapper managed to retrieve the amulet after a long and amazing journey. Due to dark magic intrinsic to the item, it teleported back to Silverywind. Magicians have since devised a way to properly store it, and a new attempt to retrieve it was undertaken..(Note the artifact seems to be affected by several bugs, Apparently it (and other artifacts can only be stored in the museum when stored in their original container) [/url]by Tehsapper for more info

Title: **Re: The Museum: Adventure item quest (succession game)**
Post by: **Bralbaard** on **March 12, 2012, 11:55:50 am**

Maps:

The world was generated in df 34.05; the only modifications to the vanilla game are that both dwarves and goblins build cities. Elves don't, I just can't imagine them doing so. World generation ran for 1050 years, and ended in the age of myth. Historical events are hidden, we have to explore this world's history ourselves.

A high resolution downloadable version of the map above can be found here:
Spoiler (click to show/hide)

The map resolution is compatible with legends viewer, so you can import it in that program instead of the regular maps. You can download high resolution .bmp files here, one version that's annotated, and one that's not:

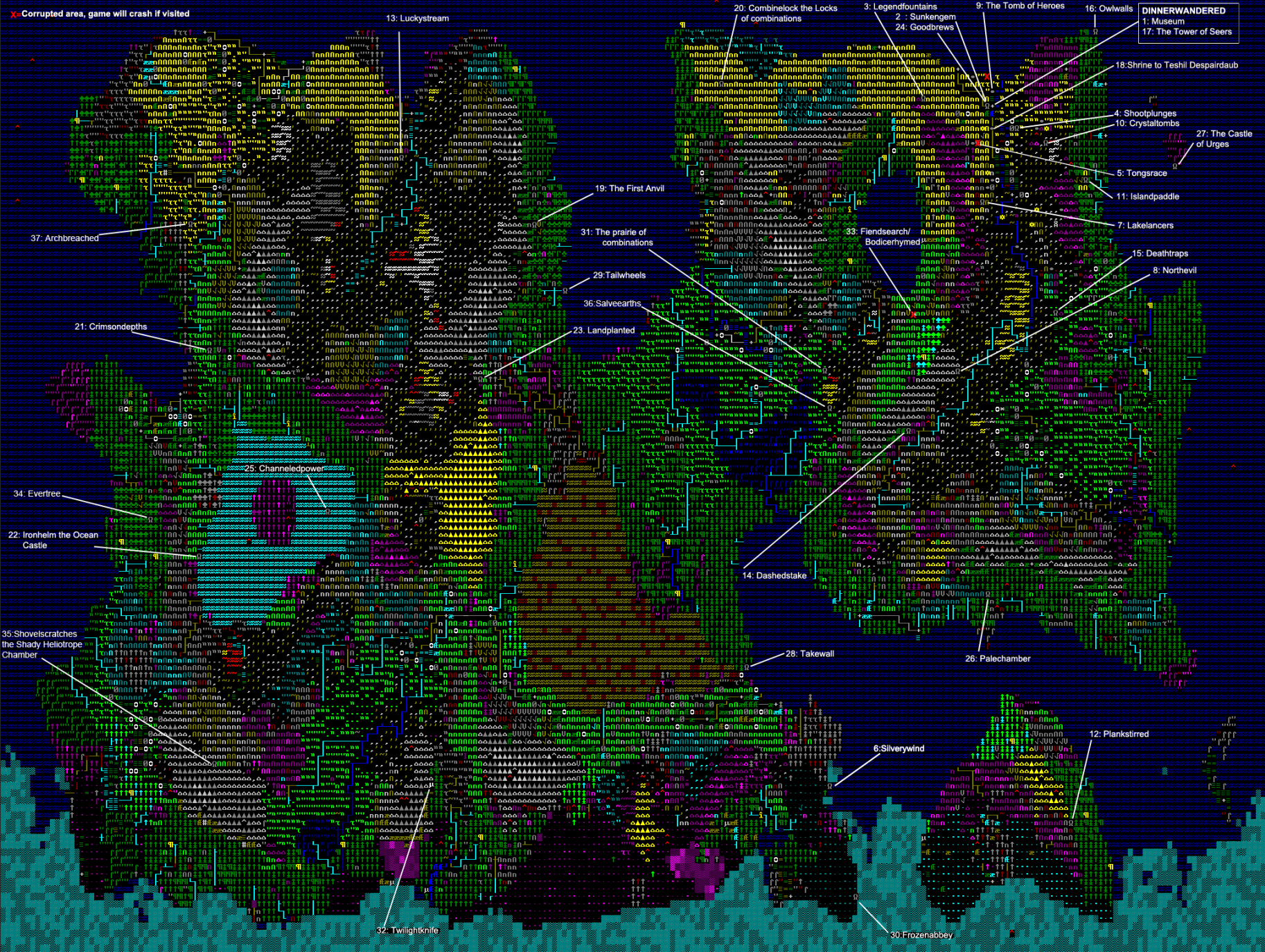
link to DF file depot (http://dffd.wimbli.com/file.php?id=7872)

Here's a part of the map, zoomed in, that shows the resolution of the image somewhat better.

The following map has most of the player created fortresses and the museum, It is a zoomed in map of the region around the museum

And below you will find the entire map, (large image), which also shows all the distant fortresses:

Spoiler (click to show/hide)



Information about sites, explored sites may still hold treasures:

- 1: The museum. Located in the once famous town of Dinnerwandered (Quehlico). See the previous post for a list of the treasures that this place holds. In addition on the top floor several corpses have been interred:
[Spoiler](#) (click to show/hide)
freemen dielightnings (antlion12)
Aco knitadmire (Kromgar)
Nill Swifttoast the colorless complexity (Pie maker)
Feb minesizzled (MrWillsauce)
- 2: Sunkengem Explored by Eric Blank, Bralbaard, TheFlame52, Kromgar (Site has severe FPS issues!) Founded by Bralbaard. The site has a long history: Sunkengem was created at the end of the age of myth to manufacture the marble tables for the museum. It has since been overrun by thousands of animals, who were driven away only to be replaced by necromancers and undead dragons. More significantly, Sunkengem is the site where the two Demon Husks, Dishmab and Aco fought the first of their grand battles.
- 3: Legendfountains. Explored by Niyazov, Eric Blank, Kesperan. (site has fps issues) Founded by Logic, the place is famous for its many statues, including many depicting Logic legendfinder. The dwarves that still linger here have made a mess of this place. Refuse, animal bones and other items can be found all over the site, who knows what wonderfull items might be hidden in this mess?
- 4: Shootplunges, Explored by Sappho and Laularukyrumo Founded by Antlion12, the dwarves that build this place gave up after having dug a few small rooms. They are still around though.
- 5: Tongsrace Explored by Argonnek, Pie maker, Hostergaard and Kesperan (Site has severe FPS issues!) Founded by Kromgar. The site is littered with demon corpses, the remains of forgotten beasts and haunted by murderous ghosts. The fortress itself was the stuff of legends, rumour has it that the streets are paved with adamantine. More recently however, adventurers have been unable to enter as they were repelled by a strange force.
- 6: Silverywind, Explored by Bralbaard, Tehsapper, MrWillsauce (see the large map under the spoiler) Founded by Tehsapper; a legendary city made from dense dark ice. The legendary artifact amulet, Mournsaints the Ruler-Fire of Rewards, was created here.
- 7: Lakelancers, Explored by Eric Blank, Bralbaard, Kromgar Founded by Sappho. The site is protected from the outside world by an artificial lake and only accessible passing over several bridges and islands.
- 8: Northevil,Build by Ncommander. Explored by Eric Blank, Hostergaard, Pie Maker, Kesperan, Tonnot98 A tall ominous goblin tower that was founded by goblins long ago. Dwarves took control of the tower at a later date and started mining for adamantine. The dwarves are now long gone, and the site is completely overrun by wild animals and cavern creatures (**FPS death**).
- 9: The Tomb of Heroes, Explored by Eric Blank, Bralbaard, NAV, Pie Maker, Kesperan Founded by Tehsapper as a site were the corpses of our adventurers can be entombed.
The following corpses are entombed here:
[Spoiler](#) (click to show/hide)
The corpse of Bralbaard scaledskin is entombed here.
Bralbaard Mulemerchant was killed at this site.
NAV (Iton stasiship) was killed at this site.
The corpse of Kamca Willfulpages the Last Speech of Groves (Argonnek) is entombed here
The remains of Logic Legendfinder (logic) are entombed here
The remains of Stasbo Humorbury (Sappho) are entombed here
The remains of Adil Wireskin (companion to MrWillsauce) are entombed here
The remains of Bora ragedance (Eric Blank) are entombed here
The remains of Ini Passskirt (Eric Blank) are entombed here
The remains of Keth Tunnelpads, former mummy and zombie are entombed here
- 10: Crystaltombs Explored by Kesperan, Erik Blank Founded by Eric Blank. This place was under frequent attack by necromancers during its construction, and may have partly flooded since it was abandoned.
- 11: Islandpaddle Explored by Pie maker, Kesperan Founded by Putnam. A small mountainhall, constructed on top of the volcano "The sprayed Cinders". It appears that the fort was lost to zombies not long after it was founded.
- 12: Plankstirred (see the large map under the spoiler) Founded by Peter1. Explored by Eric Blank. This fortress lies on the distant continent known as 'The Land of Amethysts', and is the only evidence of dwarven presence on this continent.
- 13: Luckystream Explored by MrWillsauce, Kesperan (see the large map under the spoiler) This fortress lies far away from the museum, but a trip is worth the detour. Several dwarven artifacts were created here, and tales are told of epic battles between forgotten beasts and famous heroes.
- 14: Dashedstake explored by Kesperan (see the large map under the spoiler) Founded by NAV, the brave group of dwarves that embarked here stood no change against the undead hordes. It is said that Dishmab Iroldeduk (Kesperan) left some valuable items in the ruins of this small fortress.
- 15: Deathtraps Founded by Pie Maker. Explored by Eric Blank, Evictedsaint, Kesperan, Tonnot98 An old dwarven facility that stored adamantine, and was heavily trapped. Many of the traps have been set off, and the hallways have flooded with water, magma and obsidian.
- 16: Owlwalls Founded by Bralbaard. explored by Tehsapper, Kesperan The docks of Owlwalls have produced their first ship. It is almost ready for departure, to an unknown destination. Hiring crew now.
- 17: The Tower of Seers Constructed by Timeless Bob. explored by Tehsapper, Kesperan (twice) Forgotten beasts from below have trashed the tower where the Dinnerwandered gazeteer was written. It is said that several of them still haunt this site close to central Dinnerwandered.
- 18: Shrine to Teshil Despairdaub explored by Kesperan, Kromgar Constructed by Bralbaard. A small shrine were the only known remains of Teshil Despairdaub are interred and worshipped.
- 19: The First Anvil explored by Kesperan Build by Tehsapper. A powerful cult existed here centered around the religion of 'The First Anvil'. The object of their worship, The First Anvil, is still there, in the grandest and richest temple ever build. The cult however seems to have disbanded and

only a few mad, berserk members remain. Was it greed for silver, gold or adamantine that drove them crazy, or something worse?

20: Combinelock the Lock of Combinations Constructed by Evictedsaint. Explored by Eric Blank, Kromgar, Kesperan (Site has severe FPS issues!)
The complex machinery and traps at this place long kept adventurers at bay, only recently some have tried to breach the defenses.

21: Crimsondepths explored by Kesperan The mighty Dishmab Iroldeduk (Kesperan) visited this place twice. The corpses of gruesome beasts and unimaginable horrors now litter the site.

22: Ironhelm the Ocean-Castle Explored by Kesperan (twice) and Kromgar Constructed by Kesperan. This mighty fortress is a gate into hell itself, a gate that is still wide open.

23: Landplanted Constructed by StrangeMood. This fortress was founded on "The Hill of Wealth". Suprisingly, the site hasn't been pillaged by treasure hunters (yet).

24: Goodbrews explored by Kromgar Founded by Timeless Bob. The famous brewery of Goodbrews recently stopped producing their famous beer and liquor. Upon invesigating Kromgar found that all the dwarves have gone mad, they attack travelers on sight.

25: Channeledpower explored by Kesperan Constructed by Bralbaard. Clouds of accursed dust drift over this small volcano fortress. accursed dust zombies roam freely out here.

26: Palechamber Build by Kalsb. There are rumors that the site has seen recent dwarven activity and that it may have been rebuild. It was explored by Kesperan in the past, at that time there was a small wooden hut at the location, occupied by two dwarven butchers.

27: The Castle of Urges explored by Kesperan Build by Gnorm. The dwarven settlement on this island was overrun by the walking dead. The hallways are completely flooded, and nothing of value remains.

28: Takewall Explored by Kesperan Build by NAV. A small fishing outpost on the landbridge that seperates the Cold Ocean from the Ashen Oceans.

29: Tailwheels Explored by Kromgar Founded by Cynm. The necromancer Husk Aco raised an army of dwarven corpses at this site.

30: Frozenabbey Founded by Eric Blank. Partly explored by Bralbaard A vampire cult stronghold in the southern, frozen wastes. Most of the fortress is flooded, and has never been explored. The vampires here have no need to breath, and are said to hide a great treasure in the depths.

31: The Prairie of Combinations partly explored by Kromgar Founded by Timeless Bob. This site was actually founded by two seperate dwarven embark teams who settled close together, a ridiculously large swarm of ravens has driven the dwarves away.

32: Twilightknife Founded by Timeless Bob and Bralbaard. A dwarven team prospected this site and found very rich gold deposits. Years later another team of dwarves build a fortress at this site. (unexplored)

33: Fiendsearch/Bodicerhymed Corrupted site! Game will crash when site is visited. Two seperate embark teams settled here, only to be swallowed by a terrible corruption. This site has somehow been completely erased from the world.

34: Evertree Explored by Kesperan Build by Tehsapper. Elven legends predict a time in the future when trees will grow as tall as castles, and elves will rule the world. Nobody believed them, until, recently, the Evertree was found.

35: Shovelscratches the Shady Heliotrope Chamber Explored by Kesperan Build by Plancky. This oddly named fortress was overrun by a horde of goblins.

36: Salveearths Constructed by Timeless Bob. Little is known about this unexplored fortress.

37: Archbreached Constructed by Tonnot98. Something has most definitely been breached at this site.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Nemica** on **March 12, 2012, 04:36:01 pm**

So you can go, steal some crap and return?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Logic** on **March 12, 2012, 04:59:59 pm**

I want to join! I'll probably die, though. However, I have some questions first:

Can we bring slabs to the museum, or would that make it too easy for other adventurers?

Does the week include writing the post?

Also, that bottom right island looks like Australia. I bet its savagery is like, 1,000,000.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Spinal_Taper** on **March 12, 2012, 05:11:53 pm**

I'm in, and I don't really care when my turn is.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 13, 2012, 01:20:51 am**

[Quote from: Nemica on March 12, 2012, 04:36:01 pm](#)

So you can go, steal some crap and return?

Yes, that's the general idea

[Quote from: Logic on March 12, 2012, 04:36:01 pm](#)

Can we bring slabs to the museum, or would that make it too easy for other adventurers?

Does the week include writing the post?

All rules are kind of experimental right now, usually I don't see much reason for strict deadlines, the deadline is mostly intended for the fortress building. We don't want to wait too long for people to submit their fortress. The most important thing is to keep us updated of progress.

[Quote from: Logic on March 12, 2012, 04:36:01 pm](#)

Also, that bottom right island looks like Australia. I bet its savagery is like, 1,000,000.

It does look like australia, I know nothing about it's wildlife however, The adorable island, on the other hand (the one in the middle of the big lake on the left) is one of the most cursed places in the world.

I'll upload the save later today (when I'm back from work)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **antlion12** on **March 13, 2012, 02:18:14 am**

Put me up for a turn

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Di** on **March 13, 2012, 03:53:32 am**

What was the point of creating large world? I doubt any adventurer will ever get even to the cold ocean, yet the sheer size will slow down loading/fortress building.

As for peasant adventurers, that only adds inconvenience, forcing player to perform two thousands of boulder pickups/throwings instead of one.

Finally, what are we supposed to bring? There's not much items of value in a world apart from ones created in fortresses.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Logic** on **March 13, 2012, 08:12:53 am**

I was thinking that it would be good to bring items with stories behind them; why else would it be in a museum?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **antlion12** on **March 13, 2012, 02:01:51 pm**

[Quote from: Logic on March 13, 2012, 08:12:53 am](#)

I was thinking that it would be good to bring items with stories behind them; why else would it be in a museum?

So basically what you're saying is that we can slaughter a bunch of bandits with a sword and put it in the museum.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 13, 2012, 03:22:50 pm**

Yes, you could. Or you could steal a Roc's egg, or chop of a dragon's head and put it up for display. Fortresses might add more interesting quest items along the way.

Quote from: Di on March 13, 2012, 03:53:32 am
What was the point of creating large world? I doubt any adventurer will ever get even to the cold ocean, yet the sheer size will slow down loading/fortress building. As for peasant adventurers, that only adds inconvenience, forcing player to perform two thousands of boulder pickups/throwings instead of one. Finally, what are we supposed to bring? There's not much items of value in a world apart from ones created in fortresses.

The larger world made it easier to find a suitable "starting location" it's half of maximum size by the way, 257x129. It's hard to say how far people will travel, you can travel quite far in the time we have for one turn. Reaching a distant point may be a goal in itself. We'll start out with peasants for now, I guess we can change that if it doesn't work out. Starting as a demigod who can effortlessly slay anything in it's path is not much fun either.

Quote from: Logic
Can we bring slabs to the museum, or would that make it too easy for other adventurers?

No problem, It's likely not a very responsible thing to put dangerous stuff like that in a museum for everybody to see and read, but we need interesting stuff to draw visitors. Ethics are overrated.

Except for one rule: we probably shouldn't kill or injure visitors or other people in the museum, so watch out when depositing stuff when you've been turned into a mindless husk, or another hostile lifeform.

I've updated the turn list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 13, 2012, 03:48:32 pm**

The save for the first turn can be found here;

http://dffd.wimbli.com/file.php?id=5874

A quick reminder:

The world map is huge, you may want to make sure you start near the museum. The museum is situated in the human kingdom of 'OMON WOGE'. Starting as an adventurer in this empire is advisable. Alternatively the dwarven kingdom of 'UDARMENG' is relatively nearby. There are two human empires named Dur Kunod, the northernmost of these is also relatively nearby. the third post in this thread has a biome map (under the spoiler) that you can use to pinpoint your position. Good luck!

Original part of the first post that was removed from the rules section, but that is relevant to the storyline:

The top floors of the keep are still in use by the nobility, including the cave fish man law-giver Teshil Despairdaub. It is widely known that he is a somewhat fishy character with two suspiciously well developed front teeth. Also, every now and then a few of the museums visitors seem to disapear without trace. It is probably best not to make an issue out of this as he is the one funding the museum.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Logic** on **March 13, 2012, 06:38:22 pm**

ALRIGHT, LET'S DO THIS.

Downloading now, will post the prologue in a bit.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Logic** on **March 13, 2012, 07:10:17 pm**

Spoiler: Entry 1 (click to show/hide)
The Journal of Logic Enpumik, Entry 1

I live in the village of Resmibithar, or Beardedfastened.

At least, I used to live here.

A messenger came into town today from Dinnerwandered, and he was talking about something called a 'Museum'; one which had just opened up. Apparently. a museum is a place for artifacts and other interesting items, but it currently doesn't have any, so now they need adventurers to fill it up.

So why is this important?

My neighbors have recently accused me of being a vampire. The mayor has been trying to keep them from outright killing me, but the angry glares I get, coupled with the fact that he might not be able to hold them off for much longer, means that I have decided to go off looking for storied objects for the museum. I have also decided to keep this journal, so that, if I die, someone might read this and think that something I own is worth taking to the museum.

I don't have any formal weapons training, but I used to ranch, so I'm a bit experienced with a whip, which will come in handy soon. The mayor, before I left, told me about a wereperson to the northeast, and he also wished me luck.

I'm going to need it.

Spoiler: Entry 2 (click to show/hide)
The Journal of Logic Enpumik, Entry 2

The wereperson was easy to kill; he dropped after two hits. Of course, it helped that he wasn't in his animal form.

The real fights were with these two vampires in some nearby towns. After I called one out, the villagers would start attacking them, and they would soon be overwhelmed. Even with this advantage, I still had to give them a few good hits with the whip. I took some blood from each of their bodies, and I put them in my canteen. (I have just been drinking the blood of animals; blood tastes like metal, but it is easy to get.)

I've also recently noticed a tower on my map. I heard that the undead are friendly towards each other, and that vampires are undead. If I become a vampire... no, I won't give up my life just to get some secret slab for a museum. I'll just have to find another way to get the slab. I'm going to put the waterskin with the vampire blood in the museum, then continue looking for artifacts.

Spoiler: Entry 3 (click to show/hide)
The Journal of Logic Enpumik Ikash Nita, Entry 3

I have gained a title; The intensity of lances or something like that.

As usual, I have been killing vampires. I think I might have accidentally drunken some vampire blood instead of the normal blood, but I don't think I

have become a vampire. People really want to follow along on my quest, so, against my pleas, I now have 14 followers. Nothing much else has happened so far.

[Spoiler: Entry 4](#) (click to show/hide)
The Journal of Logic Enpumik Ikash Nita, Entry 4

Armok, why?

All of them are dead.

Every single one of those innocent, naive peasants are dead, and so are the trained warriors.

I tried to save them, but...

The kobolds...

They had no mercy. They slaughtered my followers, but when they tried to kill me, I destroyed them.

I have to leave the bodies there; it is almost nighttime, and any proper burial or cremation would end up being interrupted by bogeymen. A town is marked on my map, to the northwest. I'm going to go there to spend the night.

[Spoiler: Entry 5](#) (click to show/hide)
The Journal of Logic Enpumik Ikash Nita, Entry 5

All of the houses here are abandoned, and so is the keep. I was walking down the road when I heard a hissing sound from the sewers, and, when I looked through the grate, all I saw was a pair of gleaming eyes.

I'm going to try my luck with the next town over. If it is abandoned too, I will just have to sleep there.

[Spoiler: Entry 6](#) (click to show/hide)
The Journal of Logic Enpumik Ikash Nita, Entry 6

That was a terrible idea.

Early in the morning, I awoke to the sound of maniacal laughter. I slowly stood up and drew my whip, when a single bogeyman ran into the abandoned building I had been sleeping in. I quickly disabled it, breaking many bones in the process, when more and more started coming in. I didn't think highly of my chances, so I ran outside.

And I kept running.

And running.

And running.

I ran for what felt like hours. Whenever a bogeyman came too close, I lashed it a few times, then fled the scene. Eventually I made it all the way back to the first abandoned town. From there, I ran to this reptile woman lair. Compared to the bogeyman, this reptilian thing was as easy to kill as a small cat, or a mouse.

I found two eggs in the lair.

I believe I have found my contribution to the museum.

[Spoiler: Final Entry](#) (click to show/hide)
The Journal of Logic Enpumik Ikash Nita, Epilogue

I have decided to stay here, in the museum. I will try to help any new adventurers in any way I can, and I will warn them of the dangers they may face; dangers which I did not know of. The curator and the law-giver have granted me the right to live here, but I won't retire yet. There may still be some adventures for me to have.

[Spoiler: Bonus Entry 1](#) (click to show/hide)
The Journal of Logic Enpumik Ikash Nita, Entry -1

Life here at the museum is boring. The only things that ever happen are sales at the local stores, diplomatic visits, and, sometimes, they send me to kill some kobolds in the dungeon.

So today I am leaving.

This time I am only going to take trained warriors with me, to avoid... what happened last time. I've heard of a cyclops to the northwest, so, because I believe that I am ready to fight it, I am traveling there first.

[Spoiler: Bonus Entry 2](#) (click to show/hide)
The Journal of Logic Enpumik Ikash Nita, Entry -2

This crossbowman is disgusting! A wolf pack attacked us, and, after we had killed them, he made a shrugging gesture, then he just picked up some wolf vomit and ate it!

He later explained his actions by saying "If a wolf can eat it, so can I." I don't think this is a very good way of thinking. What if the wolf had attacked a vampire before him?

And, another thing, he seems to delight in toying with his enemies. After knocking a wolf unconscious, he would just randomly hit body parts, instead of swiftly killing it with a blow to the head. When I confronted him about this, he just said that "If the wolf wants to kill me, why should it be at peace?"

Shameful.

[Spoiler: Bonus Entry 3](#) (click to show/hide)
The Journal of Logic Enpumik Ikash Nita, Entry -3

So, apparently, in the dialect spoken in dinnerwandered, 'Cyclops' means 'Dragon'.

When we arrived at the lair of the supposed cyclops, a place called "Hotivory", we began sneaking up to the entrance. When we go inside, the first thing I see is a pile of dragon eggs. Immediately, I realized that it was a dragon lair, and, as if to confirm my suspicions, a dragon's voice boomed out of the darkness.

"I am Uslot Flareglows! I have destroyed many weaklings who wished to steal my treasure! What makes you, puny human, any different?"

The crossbowman turned pale, and, not wishing a repeat of the kobold incident, I stood in front of him with my shield at the ready. A burst of dragonfire flew out of the gloom, but I stopped it with my shield. This made the dragon angry, so he started lumbering towards us. The crossbowman took a few shots at him, but the real damage came when I lashed its head, killing it in a single shot.

The next 3 dragons went much the same way. The crossbowman, being the disgusting, shameful imbecile that he is, jumped out in front of some dragonfire in the middle of the fight. He died, but I swiftly killed the dragon in retaliation.

I'm going to take the eggs back to the museum, then continue on my quest.

((Why are all of the forts I've been to empty?))

I am going with the eggs as my entry to the museum because they tell the story of the first person to take up the quest to fill the museum. They are

also a rare scientific find, because reptile people are likely very protective of their eggs. I am also going to leave the vampire blood there, because it is a very rare thing to have and is probably of very high value because you must first find and kill a vampire to obtain it.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Di** on **March 14, 2012, 08:48:26 am**

Alright, put me on the fifth or sixth position.
By the way, 3 units of vampire blood in a waterskin isn't that much, I'd suggest someone placing at least barrel there. ;)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **antlion12** on **March 14, 2012, 09:44:24 am**

I have a question about Sunkengem. was it made by you or was it created during world gen?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 14, 2012, 01:20:33 pm**

Quote from: antlion12 on March 14, 2012, 09:44:24 am
I have a question about Sunkengem. was it made by you or was it created during world gen?

I created it. It is kind of a sad story. I figured that if we were to build a museum we would need tables to display our artifacts on, so I founded sunkengem, and manufactured a large amount of marble tables. I then abandoned and, in adventure mode, dragged all the tables to the museum (I think I might have some ocd problems) it took ages but I was quite pleased with myself. Sadly I couldn't construct the tables, I just dragged and dropped them over the room untill I was satisfied. I then wanted to put some objects on display for testing purposes and found out that my adventurer insisted on placing all the nice items under the tables, instead of on top of it. I facepalmed.
I guess we can always throw the tables out and have a picknick in the courtyard.

Quote from: Logic
I am going with the eggs as my entry to the museum because they tell the story of the first person to take up the quest to fill the museum. They are also a rare scientific find, because reptile people are likely very protective of their eggs. I am also going to leave the vampire blood there, because it is a very rare thing to have and is probably of very high value because you must first find and kill a vampire to obtain it.

Nice! I assume you're building a fortress now?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Logic** on **March 14, 2012, 02:32:19 pm**

Yes I am building a fortress, and, in regards to the items-under-tables problem, that isn't happening to me. The fortress is near the place where the kobolds attacked me.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Spinal_Taper** on **March 19, 2012, 07:51:22 pm**

I'll go after Di.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 20, 2012, 02:38:43 am**

OK, I've reordered the turn list.
Logic, it's been a week since you started your turn, is your fortress ready for upload?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Logic** on **March 20, 2012, 02:59:25 pm**

Blargh, the fortress isn't done, but I guess I have to upload. Will place the link here in a bit.
EDIT: Er, probably stupid question. Because the DFFD won't let me upload folders, how do I upload this?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 20, 2012, 03:30:56 pm**

You should compress the folder into an archive (.zip or .rar) using a program like winrar. This has the added bonus of making the upload/download somewhat more manageable in size.
Also if the fortress just needs a few finishing touches, you're free to upload it a day later.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Logic** on **March 20, 2012, 04:23:07 pm**

Probably wouldn't be able to do much.
<http://dffd.wimbli.com/file.php?id=5953>

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 20, 2012, 05:21:23 pm**

Ah, very good. I've send Antlion12 a PM, and I've updated the large map (added the new Fortress)
I noticed that the uploaded save still has the new fortress loaded, it needs to be abandoned before adventure mode can be started.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Logic** on **March 20, 2012, 07:35:23 pm**

Blargh, forgot to do that. ;-;

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **antlion12** on **March 21, 2012, 12:31:29 am**

The journal of Freeman Uragathre
Spoiler: Entry 1 (click to show/hide)
There has been a rather odd group of people knocking at doors and such. All because of some museum at a place called Dinnerwandered sometimes i wonder what the people who name things are drunk on. Well time to see what the commotion is all about
Spoiler: Entry 2 (click to show/hide)

Well i have seen fit to travel to the place and to see the eggs put on display here maybe i can meet the famous Logic. I also somehow was able to take credit for some guys death. There is also ungodly amounts of creatures in the sewers here time to kill some stuff

Spoiler: Entry 3 (click to show/hide)
I suspect that the law giver may be a vampire so i will accuse him i hope i don't die.OH GOD GOD GOD the law giver was a vampire!

Spoiler: Entry 4 (click to show/hide)
I put up a good fight i killed the vampires cultists but i will die i put a few dents in him i think. Too bad i was not strong enough to kill him.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **March 21, 2012, 09:21:33 am**

I would like to sign up for this. Looks like no one has turn 3 can I get it?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 21, 2012, 01:38:43 pm**

Yes, the third spot was still free. I've added you to the list.

Quote from: antlion12 on March 21, 2012, 12:31:29 am
The journal of Freeman Uragathre
I suspect that the law giver may be a vampire so i will accuse him i hope i don't die.OH GOD GOD GOD the law giver was a vampire!
I put up a good fight i killed the vampires cultists but i will die i put a few dents in him i think. Too bad i was not strong enough to kill him.

You mean the cave fish man law-giver Teshil Despairdaub who lives in the museum or some other random lawgiver elsewhere?

In other words, are there dead visitors strewn all over the museum hall or did this take place elsewhere?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **antlion12** on **March 21, 2012, 02:05:10 pm**

Quote from: Bralbaard on March 21, 2012, 01:38:43 pm
Yes, the third spot was still free. I've added you to the list.
Quote from: antlion12 on March 21, 2012, 12:31:29 am
The journal of Freeman Uragathre
I suspect that the law giver may be a vampire so i will accuse him i hope i don't die.OH GOD GOD GOD the law giver was a vampire!
I put up a good fight i killed the vampires cultists but i will die i put a few dents in him i think. Too bad i was not strong enough to kill him.
You mean the cave fish man law-giver Teshil Despairdaub who lives in the museum or some other random lawgiver elsewhere?
In other words, are there dead visitors strewn all over the museum hall or did this take place elsewhere?

Yes that cave fish man and no there is no body's in the main floor only on the level of the law giver. I might have done something stupid by doing that but rest assured that none on the display level of the museum were harmed in the combat only those on the law givers level of the keep. I am also certain that the only cultists there were to be found was with the law giver on his level or else i would be swarmed by the others. To recap body count 2 cultists, Me and a random crossbowman. Blood was also to my knowledge never spilled on the museum level

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Logic** on **March 21, 2012, 02:33:08 pm**

Did you check the waterskin full of vampire blood? Was it empty or something?

Oh, also, that cave-fish man funded the museum! What were you thinking? :o

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 21, 2012, 02:51:18 pm**

Quote from: antlion12 on March 21, 2012, 02:05:10 pm
Yes that cave fish man and no there is no body's in the main floor only on the level of the law giver. I might have done something stupid by doing that but rest assured that none on the display level of the museum were harmed in the combat only those on the law givers level of the keep. I am also certain that the only cultists there were to be found was with the law giver on his level or else i would be swarmed by the others. To recap body count 2 cultists, Me and a random crossbowman. Blood was also to my knowledge never spilled on the museum level

Oh well, there wouldn't have been a real problem if he had died, the idea here is to have fun, the rules about violence in the museum are somewhat arbitrary but I thought a cave fish man law-giver was nice to have around, kind of like a living museum piece. Also I kind of want to avoid people filling the museum with raised zombies or gloom husks. The blood is no problem, sorry if I sounded a bit harsh earlier.

So if I understand correctly you died in the battle? I thought you survived based on your earlier post.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **antlion12** on **March 21, 2012, 02:53:33 pm**

Quote from: Bralbaard on March 21, 2012, 02:51:18 pm
[
Oh well, there wouldn't have been a real problem if he had died, the idea here is to have fun, the rules about violence in the museum are somewhat arbitrary but I thought a cave fish man law-giver was nice to have around, kind of like a living museum piece.
So if I understand correctly you died in the battle? I thought you survived based on your earlier post.

Nope dead as a door nail. However i did manage to cause minor leg damage to him

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 21, 2012, 03:01:02 pm**

Ouch.
We'll have to see how things go in the next couple of turns. If people die too easily we could change the rules a bit.
Are you going to build a fortress?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **antlion12** on **March 21, 2012, 03:27:47 pm**

Quote from: Bralbaard on March 21, 2012, 03:01:02 pm
Are you going to build a fortress?

Yes i am. In fact i already started one

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 28, 2012, 03:27:00 pm**

How is the progress on your fortress?
It's been a week since you started. Can you try to finish any last construction projects in your fortress and upload the save?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **antlion12** on **March 28, 2012, 03:55:58 pm**

Quite honestly i haven't worked on the fort allot due to medieval 2 total war so here is the file

<http://dffd.wimbli.com/file.php?id=6025> (<http://dffd.wimbli.com/file.php?id=6025>)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Corai** on **March 28, 2012, 09:05:54 pm**

If anyone gets a skeletel dragon body in the museum, I will worship you.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **March 31, 2012, 03:28:51 am**

Oh wow, this is an excellent idea! I really want to join, but right now I don't think my schedule or my computer could handle it. I'm getting a new computer in a month though, so hopefully I'll be able to participate then. For now I'll be watching and enjoying!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 31, 2012, 01:51:01 pm**

I could put you up for a turn, with the number of players ahead of you, and a 7 day average per turn it is likely to take about a month before it's your turn to play, and you can always switch places with someone lower on the list.

I've updated the biome map in the second post, Here's a small zoom of the interesting part of the map with all the player created fortresses.

I've send kromgar a PM. Also, Antlion12 may not have succeeded in bringing an item to the museum, but we could consider his corpse his entry, since he happened to die in the museum. I figure that Teshil our vampire cavefish overlord would love to make an example of people who try to kill him, and would put him on display to get the public to be more obedient ;).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **April 01, 2012, 04:30:43 am**

OK sure, put me on the list a ways down and I can let you know if I'm ready when my turn is coming up.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 02, 2012, 08:38:23 pm**

Quote from: antlion12 on March 28, 2012, 03:55:58 pm
Quite honestly i haven't worked on the fort allot due to medieval 2 total war so here is the file
<http://dffd.wimbli.com/file.php?id=6025> (<http://dffd.wimbli.com/file.php?id=6025>)

Checked on the 28th and was thinking dang still not uploaded... checked my email today and just got it downloading now

Edit: Good gods... Thats alot of necromancer towers...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 02, 2012, 09:20:15 pm**

An Adventure begins:

Page 1: Diary of a Peasant
Spoiler (click to show/hide)
Dear Diary, I got an invitation handed to me by some peasant who said a museum was being made to store historical artifacts. It made me think my my small village has loomed under the fearsome might of the towers, bandits, werecretures, night creatures, and vampires for ages and I fear that I may soon one day die with nothing to my name to be remembered. Thus I shall waste no time I must train and become a legend. I must attain the necromancers ancient secrets and become immortal myself perhaps I will gift the slab perhaps not. Today is the day I begin my adventure... with my trusty copper great axe and copper shield all shall fall before the might of Kaslun Dapsaning.

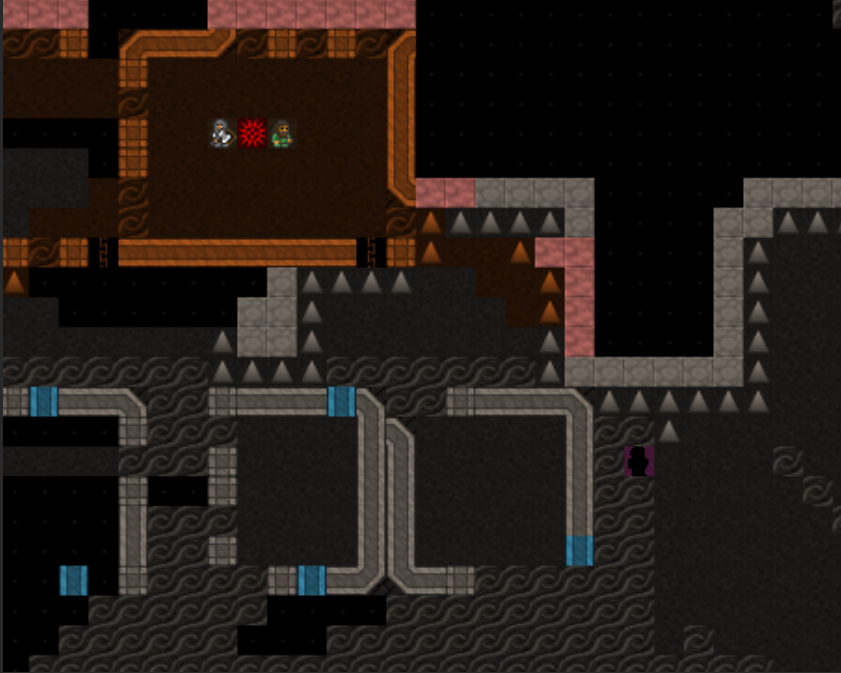
PS: It appears to be raining a pungent mucus of purple in Boarmenaces today I hope it isn't any forboding

Page 2: Diary of a Wannabe Hero
Spoiler (click to show/hide)
Dear Diary, after making my entry I entered into one of the houses... to find 3 dwarven prisoners and a goblin. The owner of this large estate (for in my opinion it was quite the manor) told me to seek out many a werecreature to the northeast. I asked if I may take these prisoners to support me in my endavours and he gave them to me. As I went northeast I had to cross a river it was then a tragedy occured. 2 of the peasants died from drowning. I had refilled my waterskin in the waters but it turns out as I took a drink the water was polluted and I must now get rid of my waterskin...

Page 3: Diary of a Hero
Spoiler (click to show/hide)
I have found a large city in the area... but many houses are ruined or abandoned. Dakost Thimshurthikut (the survivor of the peasants) and I have set camp in these houses. I drink from the river to quench my thirst. We killed a honeybadger when we arrived. After that me and Dakost raided the lairs of 2 werecreatures and a snakewoman. I took her eggs and I will purge them at the bottom of a lake. I have yet to find any goods I could use and my supplies are running low. I am trying to teach dakost how to swim for he barely made it out alive from the river the first time. Its still raining pungent slime

I taught Dakost to swim!!! wohoo

Bonus: Me and dakost camping in the Ruined Town
Spoiler (click to show/hide)



Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Vgray** on **April 02, 2012, 10:28:41 pm**

Interesting. I bet the museum will be quite a sight in a few dozen turns.

I'm surprised no one ever got a quest to kill the cave-fish man.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **April 03, 2012, 12:22:47 am**

Out of curiosity, I downloaded the last save and gave it a try on my own (hope no one minds). I ran into a potential problem.

Spoiler (click to show/hide)
I got to the museum and was immediately killed by the vampire cave-fish-man cook, who was already hostile. I guess now that he's been accused, he will have to be dealt with by someone strong before anyone is able to contribute anything more than more corpses to the museum...

In any case, I was right, my computer really can't handle this just yet. So my turn will have to wait until I get my new computer in May. In the mean time, maybe I'll start up my own adventure succession in a smaller, simpler world that I might be able to load and use without making everything freeze up every few minutes... We'll see how it goes.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 03, 2012, 08:13:01 am**

Quote from: Sappho on April 03, 2012, 12:22:47 am

Out of curiosity, I downloaded the last save and gave it a try on my own (hope no one minds). I ran into a potential problem.

Spoiler (click to show/hide)
I got to the museum and was immediately killed by the vampire cave-fish-man cook, who was already hostile. I guess now that he's been accused, he will have to be dealt with by someone strong before anyone is able to contribute anything more than more corpses to the museum...

In any case, I was right, my computer really can't handle this just yet. So my turn will have to wait until I get my new computer in May. In the mean time, maybe I'll start up my own adventure succession in a smaller, simpler world that I might be able to load and use without making everything freeze up every few minutes... We'll see how it goes.

Well then I will just have to train to kill the serphentine lord

Page 4: The fall of Dakost Thimshurthikut
Spoiler (click to show/hide)

We had killed more werecreatures and then we happened upon another serphent woman. She injected Dakost with poison I feared what it may do... and my fears were held in correct he became fully paralyzed and she bashed in his brains. I then hit her in her lower body spilling her ghastly guts. The serphent fled I chased after her and cut her down. I am carrying Dakost he'll get to to see the museum I will inter him there for now while I continue my adventures. I have fled south for I know the bogeyman will come for me at night now that I am alone. I happened upon the lair of a dead werecreature probably killed by another adventurer I will sleep here tonight.

Page 5: The flight to the Museum
Spoiler (click to show/hide)

My dreams had been filled with roars. When I awoke I decided to investigate the lair incase any goods were to be found... and I found something. In the back of the cave was a dragon! I fled and as I did the beast kept spewing fire that I blocked with my shield. Luckily it did not give chase for too long I must remember this location for later when I am stronger.

Related: Me dropping bricks
Spoiler (click to show/hide)



Page 6: Night at the Museum

[Spoiler](#) (click to show/hide)

I had searched the town for a waterskin to no avail. So I went to the museum feeling down on my luck to find a bowmen with a bruised heart next to the founder of the museum fighting him. The bowman was struck down by the cavefish man and I saw he was a vampire. I picked up the bowmans copper bolts and began throwing them at the cavefish vampire who was trying to flee from me. I threw the bolts piercing his vampiric skin and he bled to death as he fled outside.

Me fighting him

[Spoiler](#) (click to show/hide)



I threw a bronze arrow from the dead bowman at him a couple tiems and it resulted in this.

[Spoiler](#) (click to show/hide)



My finger hurts pressing enter and anytime my game freezes I know he just dropped 3,000 items

He bled to death... I had to do it solo my spearman wouldn't help

Part 7: Choking Cultists

[Spoiler](#) (click to show/hide)

I went further up the keep as cultists began attacking me. I killed 2 and then began to play with them choking them and breaking their legs ah delicious their pain was... I found a dead what I assume was a cultist in a room and he had a waterskin! Praise be to the gods...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **April 03, 2012, 01:19:35 pm**

So we've started this with the idea to fill the museum with wonderfull artifacts, items and happy visitors. A place where young and old can marvel at the wonders of the world. An educational experience for the kids, a place you can visit with the entire family.

We are currently three turns in, and the main hall is coated in blood, intestines and random corpses. There's a huge pile of 3000 items made of human body parts in a corner and remaining members of the staff of the museum are, as I type this, being slowly choked to death by one of our adventurers.

At least were doing this in the true spirit of Dwarf Fortress. Armok will be proud of us.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **April 03, 2012, 02:30:23 pm**

Quote from: **Bralbaard** on April 03, 2012, 01:19:35 pm

So we've started this with the idea to fill the museum with wonderfull artifacts, items and happy visitors. A place where young and old can marvel at the wonders of the world. An educational experience for the kids, a place you can visit with the entire family.

We are currently three turns in, and the main hall is coated in blood, intestines and random corpses. There's a huge pile of 3000 items made of human body parts in a corner and remaining members of the staff of the museum are, as I type this, being slowly choked to death by one of our adventurers.

At least were doing this in the true spirit of Dwarf Fortress. Armok will be proud of us.

Actually... He had 3,000 on every body part it appears... I had him drop it once more and then he died... so yeah.... Anyone who wants to clean that up good luck ahahaha

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 03, 2012, 03:05:56 pm**

I just checked him in legends mode. If he was indeed wearing one item for each of his kills, then we have a pile of 31494 (!!) items lying there.

You were not kidding when you said your finger hurt from pressing enter when he dropped his loot.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 03, 2012, 03:38:42 pm**

Quote from: Bralbaard on April 03, 2012, 03:05:56 pm
I just checked him in legends mode. If he was indeed wearing one item for each of his kills, then we have a pile of 31494 (!!) items lying there.
You were not kidding when you said your finger hurt from pressing enter when he dropped his loot.

But yeah after the choking and the cultist thing I took a break and watched a movie i'm starting up again

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 03, 2012, 04:09:29 pm**

Part 8: Tricking necromancers
Spoiler (click to show/hide)
I decided to test mettle against the necromancers. I went to their tower with my spearman compatriot and I entered I found I could speak to the necromancers so I did. I asked them to join me and so they did. They then proceeded to kill my spearman. So I decided I would take them to Dinnerwandered's market and have them skewered. They were then skewered alive as I turned on them and entire market beat the hell out of any zombies they rose. I drank the vampire blood in the flask... but it had no effect on me

I can only assume that the entire civilization was wiped out by the vampire lord and other vampires hiding in the sewers.

Dirlu Tiretwinkles is my target now... seriously what am I killing Edward Cullen?

Oh and my full name is Kaslun Wadsomber the Whirling Anguish

I want to get a Dragon... I went back to the dragon lair I had seen previously but the dragon was gone

Twinklemansions is a short walk to the north... a vampire lives there. I wandered the sewers and I couldn't find anything just a ton of corpses everywhere

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Brewster** on **April 03, 2012, 06:40:51 pm**

Sign me up! :o

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 04, 2012, 01:34:19 pm**

I've added you to the list, welcome!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Siverix** on **April 08, 2012, 08:32:13 am**

Excitement! Adventure! Where do I sign up?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 08, 2012, 10:41:09 am**

I've added you to the end of the list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 08, 2012, 06:40:22 pm**

Totally spaced and forgot about it... but anyway I killed a ton of vampires and dran their blood and nothing happened... I found another vampire and I am going to drink their blood while they live then I am going to infiltrate the necromancers tower and steal their awesome books

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **April 09, 2012, 12:52:08 pm**

Oh, hi.
Could you add me to the list?

Thank you anyway.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 09, 2012, 03:28:17 pm**

Bralbaard... I have a question is it ok for me to use dfhack to melt away all of the bone stuff? Some of it landed on a table and I suppose it could count as an exhibit haha but yeah it just looks litterered very very littered. with the bone charms in places.

Also... I killed the second floor of a necromancer tower and stole all their books. I also took the body parts... I left my bag on a table full of books... I forget to give myself reading skills

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 09, 2012, 04:03:09 pm**

Quote from: Kromgar on April 09, 2012, 03:28:17 pm
Bralbaard... I have a question is it ok for me to use dfhack to melt away all of the bone stuff? Some of it landed on a table and I suppose it could count as an exhibit haha but yeah it just looks litterered very very littered. with the bone charms in places.
Also... I killed the second floor of a necromancer tower and stole all their books. I also took the body parts... I left my bag on a table full of books... I forget to give myself reading skills

Good to know you made it, how did your assault on the tower go, It's nice to hear a bit more about the history behind our museums exhibits. Also, are you going to create a fortress in your remaining time?

About the massive pile of bone trinkets, and human remains: I'd say we leave it for now. It's the same as in a succession fortress, we just have to deal with the mess we create. If it turns out that it destroys the fps in unacceptable ways we could see if we can do something about it, conventional ways of dealing with it would be more fun though, I have something in mind that my adventurer might attempt... (and no, I'm not going to drag all 30.000+ items away one by one)

I've added Tehsapper to the turn-list.
The museum currently contains the following items:

- 1: A collection of dragon and reptile woman eggs collected by Logic Enpumik.
The famous oologist Logic specialized in eggs of large reptiles, risking his own life he entered a dragon's lair and brought back not only several dragon eggs, but also for comparison, some eggs of reptile men, distant cousings of the mighty dragons.
- 2: A collection of over 31494 items made of human body parts Leftovers from an awkward incident that led to the death of the entire staff of the museum. Not a particularly valuable collection, it is however too much trouble to remove. It is whispered that both Antlion12 and Kromgar are responsible for this mess.
- 3: A mysterious book collection . Nobody has a clue what they are about since nobody at the museum happens to know how to read. Submitted by Kromgar.
- And various corpses, body parts and bloodspatters that have not yet been properly categorized..

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 09, 2012, 04:45:14 pm**

Part 8: The end of a Journey
Spoiler (click to show/hide)
After killing countless vampires across the region and drinking their blood and failing to attain vampirism I think Vampirism cannot be transmitted by blood. I have decided to raid the necromancers tower once more. This time I go alone. I slept in a peasants house and awoke at dawn and went east. I went to the cave where I encountered the dragon but he was gone the only reminder he was there was the ash. I slept there once more until dawn dining on the manta ray sweetbread I had bought at the market outside the walls of the fortress everywhere else was abandoned though its quite an odd sight that town. I awoke once more at dawn heading northeast as the tower where I had tricked the necromancers was far to the north east. I arrived not too long from sunset I burst into the doors of the first floor and it appears the other necromancers that were left had reinforced the first floor. I ran and went over a hill and began sneaking. Losing their trail they stopped to look for me and I snuck in I got to the second floor clinging to the ground of the dark tower. I began throwing arrows at the necromancers in the room as I knew they would not let these zombies lie for but a second. The arrows impacted their skulls and they fell like twigs. I began throwing the arrows at the zombies when they suddenly spotted me I ran back downstairs and out of the building hiding once more and sneaking to the front door repeating my arrow throwing ways. The zombies kept dropping I eventually went back up stairs and there were but a few zombies left I sneak attacked a zombie and watched as it crumbled away. I finished the last few and began raiding the books I not being taught to read decided that these were the best item to give to the museum. I shall be immortalized for the dark secrets I will bring to the people and change the face of the world as I knew it. I waited in the tower for hours as I knew I could not go out in the dark. Eventually the light peaked through the crack in the door and I left I do not want to know what lies in the upper levels but it must be the strongest of necromancers and the greatest of their minions guarding their master. I was already tired and I grabbed my legacy so I returned to Dinnerwandered and leaving my pack full of books and body parts on the table. I felt that the necromancers shouldn't be left in the tower so I dropped them in a river to decay into dust never to be risen by their dark masters or apprentices. I suppose I really have 3 items given to the exhibit for when the Serphent man was fleeing my wrath he jumped over tables and dropped his Human Nail crown on a table and thousands of bracelets and other accessories dropped on another table. I entombed Dakost my most loyal and favorite comrade who was killed by ther serphent woman in a corner of the museum and I left my Blade that slew many a vampire and werecreature next to him. While on the otherside are those who died fighting the serphentine lord. I also left Dakost my miraculous Ironshield that I stole from a tomb while hunting vampires for immortality. I may not be truly immortal but my legacy shall be immortalized forever now. I mean I did kill the entire museum's staff by choking them to death and killed the king of Dinnerwandered. Not to mention a huge supply of books stolen from a necromancers tower. Now I retire here in Dinnerwandered. Perhaps I can find a wife and repopulate the town that was consumed by the vampire king and many other vampires across this land.

Bonus: If you go to the only major market you will find the corpses of the necromacers I took as companions who I slaughtered in the market square.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Vgray** on **April 09, 2012, 05:03:14 pm**

Quick! Someone catalog those books!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Mjattie** on **April 09, 2012, 05:06:56 pm**

I'd like to join up and see if I can find some... interesting places and/or build a place.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 09, 2012, 07:08:55 pm**

Quote from: Vgray on April 09, 2012, 05:03:14 pm
Quick! Someone catalog those books!

Have fun its pages upon pages of books... some dont even have names anyone who gets the reading skill can now become a necromancer I assume. They had so many books on JUST ONE level. Oh and the Human many are about the human.

My fortress has a gift for those who dare enter it... You will be punished though terrible things could happen. Dwarfs get more gifts.

Uploading tomorrow.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 10, 2012, 03:05:33 pm**

Quote from: Mjattie on April 09, 2012, 05:06:56 pm
I'd like to join up and see if I can find some... interesting places and/or build a place.

I've added you to the list,

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Mjattie** on **April 10, 2012, 10:45:02 pm**

Yeah my adventuring world had like 99% of all organic life killed. All that was left were titans, colossuses, necromancers, vampires, etc. from after "The Assault Of Chaos". Anyways, I started in a God's castle, and the keep was PILED full of books - every single square had atleast 2 books on it.

I have a general idea for my character, no one steal my ideas :p

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Corai** on **April 10, 2012, 10:48:58 pm**

I wish to join in on the death!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 11, 2012, 03:47:01 pm**

Join us in death? no problem.

Also Kromgar send me the save for his turn in a PM, it can be found here:

Edit: I removed the link, save appears to be broken. (raw files are missing)

Apparently his new fortress is a dangerous place.

I'll send Di a PM.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Di** on **April 14, 2012, 11:49:21 am**

Hi guys, I won't be able to do a turn, sorry.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Llamainaspitfire** on **April 14, 2012, 01:05:11 pm**

If you are still taking turns, i'll have one.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 14, 2012, 04:08:07 pm**

Quote from: Di on April 14, 2012, 11:49:21 am
Hi guys, I won't be able to do a turn, sorry.

No problem.

I just found out that the save that Kromgar posted appears to be broken. I wanted to update the map with the new fortress location but the save crashed on me (all the raw files appear to be missing). I´m not sure about what will happen if we just add the raws from an older save, I guess it´s safer to ask Kromgar to reupload. So I´ll send him a PM, once we have the new file, I'll PM spinal_taper that he can start playing. I´ve added Llamainaspitfire to the player list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **ccoolleeiiss** on **April 15, 2012, 12:34:50 am**

i'm thinking about taking a turn, but i've never done a sucesion game of any type, especially one like this. So i'm mainly posting to follow, but i may take a turn later.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 18, 2012, 01:35:00 pm**

I asked around elsewhere on the forum and apparently it is possible to take the raws from an older save of the same game and use those. I repaired the savegame and in a quick test, everything seemed to work. The file can be found here:
http://dff.d.wimbli.com/file.php?id=6184

I'll PM the next player.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 18, 2012, 04:22:08 pm**

Sorry hadnt logged into my email or on the forums in awhile

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 20, 2012, 01:40:05 pm**

No problem.

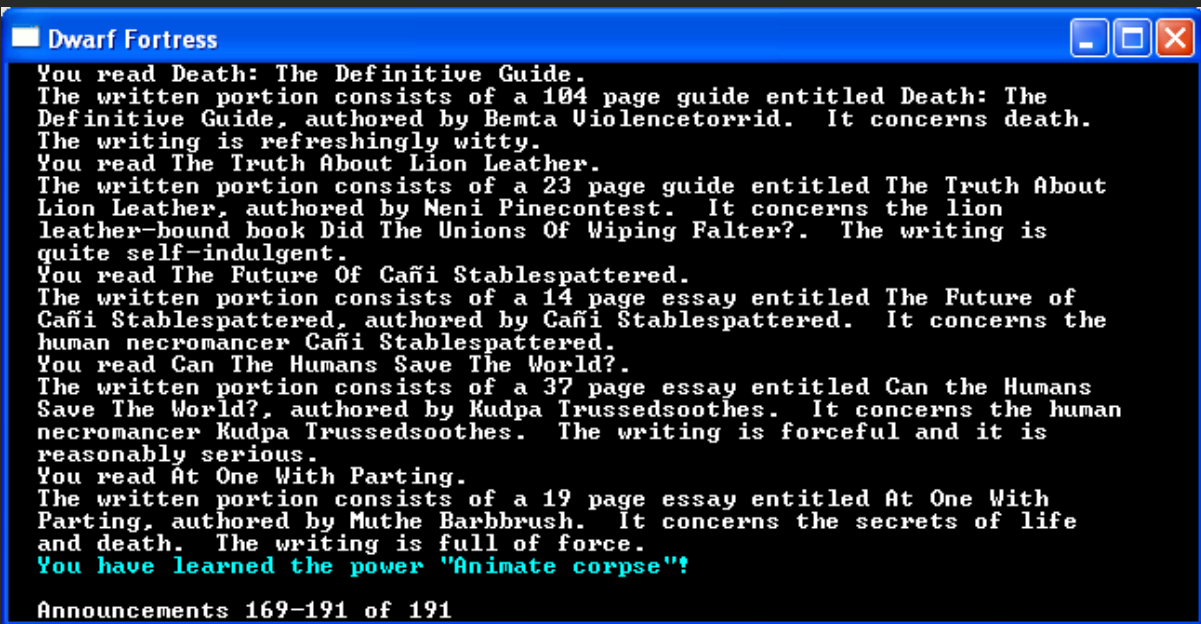
The turn list has been reordered quite dramatically. Spinal_taper requested to be moved to the last position in the turn list. This would make it my turn, but I'm actually buying a house right now, which means I'm sorting trough lots of paperwork, contracts and small print, and messing those up would be kind of expensive, on top of that I need to finish a chapter for my thesis by monday. This means it would be Sappho's turn but she indicated that she wouldn't be able to play earlier than may when she gets her new computer. So I moved myself and Sappho somewhat down the list, it's Brewsters turn now.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Brewster** on **April 20, 2012, 09:10:14 pm**

Entry One:
Spoiler (click to show/hide)
I grew up in the library, always reading different stories. The ones that most fascinated me were the ones about magic and the arcane arts. There have always been rumors of failed expeditions to embark to new lands due to undead attacks. I always wondered where this amazing power came from. Until one day...

The markets were busy with their usual wares, and the haggling of prices. I heard rumors of someone opening a museum containing interesting items in the nearby capital. They also said a stack of books was recently brought there from a necromancer's tower! I could not believe my ears, I had to investigate this.

I traveled to this museum. There were many dead bodies gathered around it's courtyard... what an odd place. I made my way inside and found the pile of books resting on a table. I began reading through all the books, learning interesting tid bits here and there. Days past as I read them. The museum guard explained that I too should find a special item for this museum. I just laughed at him thinking that I could barely chop wood, let alone go exploring. I continued reading... then finally, it happened!!



Entry Two:

[Spoiler](#) (click to show/hide)

Instantly I began to rise all the dead bodies around me!! They rose and came under my command. A bowman from the nearby walls heard the commotion and the undead quickly ended his life. I then animated his body too and he followed me as I fled from the capital with a squad of undead behind me. I traveled, and interestingly I did not become hungry or tired. My new powers have made me incredibly powerful. I was told about a campsite with a gang of humans who would attack the citizens. Me and my men quickly attacked them, the swarm continued to grow. If they killed one of my undead, I simply rose him again... I was becoming unstoppable!!

Entry Three:

[Spoiler](#) (click to show/hide)



Another gang of humans jumped me and my squad. They were strong and struck down half of my men, but I would raise them again to continue the fight. We slowly whittled down their ranks. Out of no where crossbowman struck me with a silver bolt, and I fainted to the pain. Thankfully I awoke with undead smiles looking down at me. My men had achieved victory!

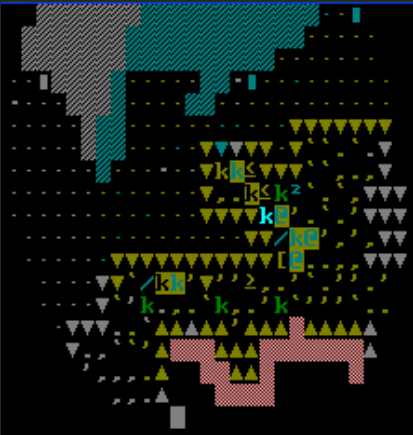
Companions [71] My loyal gang has grown large.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Brewster** on **April 20, 2012, 10:16:10 pm**

Entry Four:

[Spoiler](#) (click to show/hide)

I heard word of a new dwarven mountain hall that's been built. I continued my travels southwestward. Suddenly, out of NO where, an army of kobolds attacked. 100s of them!! I'm invincible!! I scream. They soon surrounded me. I was resurrecting 20 bodies easily every second, yet they still continued to surround. "I rule death!" I continued to scream as they stabbed me with spears and swords. "You can not stop me" I commanded them. My undead legion soon collapses and everything goes black.



Death (<http://dffd.wimbli.com/file.php?id=6194>).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 21, 2012, 09:29:45 am**

That was quick, and violent. Also, some interesting book titles there.
I see that you've already uploaded the save. (no new fortress). That makes it Siverix turn (PM has been send)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Siverix** on **April 21, 2012, 10:00:24 am**

Would it be possible to get mirror up? It's downloading at about 14 KB/s

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Brewster** on **April 21, 2012, 10:52:20 am**

Quote from: Bralbaard on April 21, 2012, 09:29:45 am
That was quick, and violent. Also, some interesting book titles there.
I see that you've already uploaded the save. (no new fortress). That makes it Siverix turn (PM has been send)

It was quick! I totally underestimated the buggers. I was a little pev'ed actually, haha.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Siverix** on **April 22, 2012, 08:46:02 am**

The adventure of Siverix Laudedspeakers, human hunter. Documented by unknown source.

Siverix is believed to have been a human hunter born to unknown parents somewhere in the Omon woge empire. He was a peasant. Siverix's travels is believed to have lasted somewhere between one and four days(it's one and a half). Siverix visited one of the abandoned fortresses in the empire hoping to loot some armor but the castle was already looted ears ago by various adventurers and thieves. He killed one white stork there. Later during the same day Siverix persuaded Kedom Emthagusa a human pump operator to join him on his travels. They are said to have traveled to a nearby hamlet where they slept at an engravers hut. In the morning Siverix is said to have found an Iron helmet and a copper breastplate laying near a corpse on the road while going to refill his waterskin at the local well. Later travels took Siverix to a bandit encampment the length of the trip is said to have lasted anywhere between half and three days. It is this camp what Siverix met his year end. One kill is attributed to Siverix in this camp a human spearman. He himself is believed to have been killed by a combination of being shot in the foot and blunt force trauma to the skull most likely an affect of a single blow to the head by a warhammer.

Here is the save <http://dffd.wimbli.com/file.php?id=6198> (<http://dffd.wimbli.com/file.php?id=6198>). I would also like to be put back on the list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 22, 2012, 09:42:09 am**

That too, was quick. Unexpectedly quick. I moved myself and Sappho down the list for the same reasons stated two days ago. It's Tehsapper's turn.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **April 22, 2012, 01:12:38 pm**

I wish to be a part of the adventure!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Brewster** on **April 22, 2012, 06:46:24 pm**

I want another try!! >:(

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Corai** on **April 22, 2012, 06:50:59 pm**

You puny adventurers, my kobold army has slew one of you!

WE WILL RULE THE WORLD!

And I would like to be removed from the list, I cant download *anything*. So I wont be able to play when my turn comes.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 24, 2012, 02:40:29 am**

I've updated the turn list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **peregarrett** on **April 24, 2012, 07:25:30 am**

Well.. I'd like to try.
Never played adventure mode before, but at least I could make a fortress after my quick death, I think.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **April 28, 2012, 06:02:33 am**

Okay, I'm alive and I gotta take this turn. Almost forgot about that, heh.

Gonna write later, I'm busy today.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **April 28, 2012, 03:06:21 pm**

I too wish to plunder the great treasures of the world! Sign me up!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **April 28, 2012, 06:05:46 pm**

Add me to the list, I've recently been digging into A mode, so this sounds like a lot of fun.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **May 01, 2012, 12:31:10 pm**

So, my adventurer is dead, but I managed to build a big above-ground fortress, made of ice and filled with some loot.

Here is the link to the save: <http://dffd.wimbli.com/file.php?id=6242>
If you don't like DFFD, ask me and I may put it on another file hosting.

There is the story:

"You have found the diary of Reg Ducimvod. If I'm dead, please return this to dwarven hamlet Controlledbells."

Entry 1. Page 1.

Spoiler (click to show/hide)
So, it is my story. Story of Reg Ducimvod.

It is 1062 now. In the dark millenia of Portentous Domain, there is only death. Many civilizations and cities have crumbled to dust under countless hordes of monsters or in never-ending wars.

I'm a dwarf of Rainy Lashes, our glorious civilization. We are living our last days in Controlledbells, a dwarven hamlet, as usual fighting occasional

night monsters, beasts and goblins, but suddenly we received a letter from somewhat distant human city. It said that they have opened a 'museum' there and everyone is invited to fill its collection.

Entry 2. Page 1.

[Spoiler](#) (click to show/hide)

We were somewhat excited - a rare feeling in these days of misery and tragedy. It just was a very good idea - a collection of everything special and interesting from a huge world, that soon will die. We discussed about possible donations to their keep, while drinking hundred-years old plump helmet wine from our humble stone dinning hall (better one was flooded in magma long time ago, when we tried to stop a forgotten beast from proceeding further. It worked). Some of us suggested sending our wondrous crafts of dwarfmanship, but we traded them all long time ago for fresh wine and food or lost in countless battles that consumed parts of our hamlet. We could make some, but we haven't got any fine resources to work with.

Then we contacted our elders, that were meditating in their cloisters. One of them told us about ancient fortresses, that were built long time ago, when our glorious race only started to live. They are filled with amazing, artifact creations of dwarfkind, but also with dangers and death.

He told that our king sent an expedition of 7 dwarves to find the ancient dwarven city of Ratnib, or 'Silverwind'. Some trade agreements were stored in old archive library since these old times and were found about an year ago. King was concerned with this, because tales say about a giant city near good arctic ocean, made of crystal-clear ice. It was lost 5-6 hundreds years ago, no one came back to Mountainhalls. Everyone thought that it was consumed by huge waves in summer, which froze after some time, because trade caravan sent found nothing, but ice desert on that place where the glorious city meant to be. One of caravan guard found a gold coin, encased in ice, with blazing sun on front side - the symbol of their local government. They say it proves their theory.

I have some chances to find the expedition

Entry 3. Page 1.

[Spoiler](#) (click to show/hide)

Death of fortress is very rarely non-violent. It lives for 5-10 years, then dwarves become obsessed with greed and they dig too deep, or another ancient, unstoppable evil kills them inside. Or perhaps it falls victim to another goblin siege, when they finally break all the defences and rush in, killing and slaughtering everything. Sometimes, a civil war starts because someone accidently killed someone's cat.

And then abandoned halls are open for everyone brave enough to seize it's treasure. Or sometimes dwarves return to reclaim their glory and wealth.

I will go to that museum - I heard they have some books about everything. 'Everything' includes 'dwarven fortresses', so I'm preparing now for my adventure. After all, I don't know where is that fortress located, so I need more information. I doubt that the king will ever tell me about this mere a fairy tale, because I'm just a peasant dwarf, and king wants to seize all the goods and artifacts for his own. So I must find the information of my own.

Entry 4. Page 2.

[Spoiler](#) (click to show/hide)

Before venturing out, my friends told me about a vampire, disguised as a dwarf, hanging around. I found this a fine way to prove my fighting skills, so I accused her of being a night creature. It was a hard fight, she was much, much more experienced than me, she almost got me with endless biting, but I managed to kick her head in last attempt to survive so hard, so she fled away. Maybe I will return and revenge her for those scars.

I've seen the face of death.

But thanks to Armok, I live and more importantly - I don't need a crutch. My wounds healed very fast.

Later, while crossing an evil, haunted desert I drank her blood. Nothing happened to me, actually. Don't know why, and what actually makes someone a vampire.

Then I killed two werebeast olm man, who lived in soil-dug tunnels, like worms. They were no harder than worms too.

Entry 5. Page 2.

[Spoiler](#) (click to show/hide)

I came to a human town. It was semi-destroyed, only few shops still existed. I took a walk on the streets and suddenly I found a temple, named 'Temple of Hope'. I decided to go in.

The rest of diary pages are empty or scribbled with strange runes or pictures, describing magma, fortresses, volcanoes, dwarven rum and mad girl in blue dress. As soon as you close the diary, a voice of someone's soul in your head booms, explaining everything:

[Spoiler](#) (click to show/hide)

That was a fatal mistake.

I didn't know that 'temple' means 'tomb' and 'hope' is 'death' in local language, be damned those humies!

A sort of walking abomination soon appeared near me, as I was founding my way in this dungeon, filled with loot and traps. It screamt 'Who dares to enter my house? I bestow a curse upon thee!' and gestured.

I felt horrible!

I couldn't resist or fight back - I was frightened to death. I've always missed, and soon I was ripped apart by angry, very angry mummy. Then my lifeless corpse was animated, and I proceed to live my unlife, as undead.

I hope you will write these last words in diary, that's my last will.

Goodbye.

Some facts learnt:

- Dwarves fear tiny crabs.
- Temples are actually dungeons with tombs.
- I still prefer to play as demigod.
- Drinking vampire blood not always makes you a vampire. I tried drinking it then waiting/sleeping, but it doesn't work.
- Linux (Ubuntu 11.04) DF version seems to work faster than Windows even with tileset. Don't know why, actually.
- Throwing daggers while sneaking is fun.
- Mummies are dangerous.

Hope you liked my story! I also want to say that I'm not a native English speaker, so sorry if you're offended with quality of the text.

Also I want to be included in the turn list again, the story must be continued.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 01, 2012, 03:12:38 pm**

Great read, your English is fine (though I'm no expert, as I'm not a native speaker either)
I've updated the maps at the start of the topic.
Here's a map that shows how distant Silverwind is from the museum:
[Spoiler](#) (click to show/hide)

Quote from: Tehsapper on May 01, 2012, 12:31:10 pm

Before venturing out, my friends told me about a vampire, disguised as a dwarf, hanging around. I found this a fine way to prove my fighting skills, so I accused her of being a night creature
.....
.....

Later, while crossing an evil, haunted desert I drank her blood. Nothing happened to me, actually. Don't know why, and what actually makes someone a vampire.
[spoiler]

Vampire blood seems to be oddly non-contagious in this world, I have no clue on how and why that happened, but more players have reported this.
I've updated the player list, and I'll PM Mjattie.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **May 01, 2012, 07:44:50 pm**

Your English is perfectly fine. I speak it as my first language, and the tiny mistakes I saw had no great effect on the quality or clarity of the story. Also, this is the internet, where language goes to die.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **May 08, 2012, 01:25:07 am**

So... whose turn is it? Should we be skipping someone after such a long absence? I've got my new computer now so I'm ready to take my turn if I'm next. I certainly don't want this to die.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 08, 2012, 01:13:28 pm**

Indeed, no response from Mjattie, and it's been a week since I PM'ed him. That makes it my turn. Downloading now...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 09, 2012, 01:58:18 pm**

It's been 11 years since it all started, 11 years since the foundation of the museum. I was there at the very start, when the tyrant vampire lord Teshil Despairdaub ordered it's construction. I was the one who dragged all the marble tables to the museum. I nearly lost my life there, in the ruins of Sunkengem, The dwarven outpost near the museum where the tables where created. A troll smashed my foot, but I escaped, and lived to complete my task for the vampire master. The wound never healed, every day it reminds me of what happened all those years ago. But I haven't properly introduced myself. I should, before I continue rambling about times past.

Spoiler (click to show/hide)
(<http://imageshack.us/photo/my-images/3/bralbaardtextdescriptio.gif/>)

My name is Bralbaard Scaledskin.
One look at my clothes would tell you that I'm an average citizen of the empire of Omon Woge. The turban is worn by all the empire's citizens, it gives shade from the burning sun even on the hottest of days. The other items I'm wearing are rather mundane as well. The only item that occasionally gets me some comments is the robe:

(<http://imageshack.us/photo/my-images/402/bralbaardpanda.jpg/>)

Yes, that is a panda leather robe.
But there's more a quick look could teach you, anyone from the empire would recognize me right away as a villager from one of the surrounding hamlets. My eyes are not ochre but green, unlike people born in the capital, and my hair is not amber but pitch black. While I look like a farmer I've never felt like one, I think I always felt that I did not belong here, but I've only come to fully realize this recently.

But I was telling you about the start of the museum. It did not go as my vampire master had planned, on the contrary. Our vampire lord expected the museum to draw adventurers that would fill it with treasures and that would bring him fame, but it summoned heroes who confronted him, and brought him to justice. It's been years now since Kaslun Dapsaning, guided by the power of Kromgar, brought down the vampire overlord. It seems so long ago now.
After Teshil Despairdaub fell, I quickly lost interest in the museum and continued with my own life. The museum only reminded me of our suffering under the vampire lord. The never-healing wound on my foot made reminded me every day.

Two days ago however I received a letter that made me change my mind. The letter was addressed to the museum, but as there was nobody there, the messenger had brought it to me. People still know of my history with the museum.
The message was written in the Dwarven language, and came from a faraway city named Controlledbels, one of the mountain homes of the Rainy Lashes. It asked if we had received word from an expedition they had sent out that should have made it to Dinnerwandered months ago. The expedition was to bring us artifacts from a place known as "Silverwind"
Since we have not heard from such an expedition I can only assume it must have failed. I've send a return letter, but it did not ease my mind. The tales about this frozen city filled with artifacts have haunted me for the last two days. A city made out of ice, just imagine... What a sight it must be.

Some magical force seems to want to draw me to this place, and I can not resist.
I have made up my mind, I'll leave Dinnerwandered tomorrow.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **May 10, 2012, 11:29:23 am**

Quote from: Bralbaard on May 09, 2012, 01:58:18 pm
The tales about this frozen city filled with artifacts have haunted me for the last two days. A city made out of ice, just imagine... What a sight it must be.
Some magical force seems to want to draw me to this place, and I can not resist.
I have made up my mind, I'll leave Dinnerwandered tomorrow.

Ambitious! This is going to be quite a trek.
BTW that robe is faaabulous.
EDIT: wow I just realized that your waterskin and gloves are matched too; nice detail!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 10, 2012, 03:19:34 pm**

day 1:
Before setting out on my journey, I collected some decent armor and an iron scimitar from the upper floors of the museum. I kept the panda leather robe and I now wear my turban over a helmet, safety is one thing, but style is another. I bought an old map at the general store.
I Travelled south through chuckbridge, and after only one day of travel I arived in Wireyelled. The clothing of the people on the street indicated I had already left the empire of Omon Woge, I'm in the northernmost empire of Dur Kunod now.
day 2
I travelled through a great number of hamlets today, In every village I stopped and tried to find companions for the long road ahead, without any success. In the end a farmwoman named Beksur Leadechoed joined me. At nearly two times my weight she doesn't look like an adventurer, but she's friendly company, and might just scare the bogeymen away. Just before nightfall we arrive in the city of Mindfulring. The place is nearly in as bad a shape as Dinnerwandered.
day 3
We slept in an abandoned warehouse and went to the central keep the next morning where we spoke to Idil Elbowyearling, first treat. He's wearing a human nail crown, at is the only one awake in the keep. My smashed toe is acting up as well, it's obvious what is going on here, but I'm no hero. My mission will take me elsewhere. I recruit two more companions at the marketplace.
My companions:

[Spoiler](#) (click to show/hide)
(http://imageshack.us/photo/my-images/62/companions.gif/)

Day 4
We leave the human empires in the early morning and set out towards the glad seas, as my map indicates there should be some friendly villages there. We have only just left the town when we run right into a herd of undead hippo's. Horrified I order my companions to retreat but they run straight for the undead monsters. Nubi is the first to get his skull caved in. I screamed for the others to run away, to no avail. I even tried to stab one of the hippo's a couple of times with no noticeable effect. In the end I lost my nerve and ran, while the men I was responsible for were dying a horrible death.

[Spoiler](#) (click to show/hide)
(http://imageshack.us/photo/my-images/685/hippocharge.gif/)

Day 6
Today I recruited three new men from the marketplace of Mindfulring. Which was not easy considering what happened to the last. Kon Budclouted, merchant, Kege wheelfeed the planter, and Erdab Healedace joined me. This time we made it to the mountain range of the Muddy fingers.

Day 7
We made it without incident across the mountains and into the larval starvation desert the next day. I was just worrying about what this name could mean when my thoughts were cut short by a thundering voice:
You will remember the matched disloyalty when we're finished with you!
At least 12 goblins, half of them bowgoblins, and two of those elite bowgoblins, jump from behind the trees. The very first arrow hits Erdab straight between the eyes, pieces of skull fly everywhere. Kog is also immediately on the ground hit by at least three arrows. I jump away and manage to put some trees behind me and most of the bowgoblins. shielded by the trees I manage to flee from battle.

Not much later I realize that I'm alone in the larval starvation desert, and night is falling...

So, this is where I am right now:
[Spoiler](#) (click to show/hide)
(http://imageshack.us/photo/my-images/826/progress1.gif/)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **May 10, 2012, 05:16:12 pm**

Quote from: Bralbaard on May 10, 2012, 03:19:34 pm
day 1:
Before setting out on my journey, I collected some decent armor and an iron scimitar from the upper floors of the museum. I kept the panda leather robe and I now wear my turban over a helmet, safety is one thing, but style is another.

This is you

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 14, 2012, 01:23:18 pm**

So my computer died on thursday. I've got it working in safemode today, and the situation seems recoverable.
I should be able to post an update by wednesday.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 15, 2012, 02:40:41 pm**

I ran in the general direction of where the town of Playrag should be, while the sun disappeared behind the horizon. My foot hurt like hell, but I could not afford to slow down.

I made it to playrag before night was truly upon me, only to have my hopes dashed: The town was ruined, and completely abandoned. While I tried to catch my breath I quickly went through the options I had left while I limped to the shore of the glad seas. The pain kept my mind from focusing, and I decided to check the wound:
[Spoiler](#) (click to show/hide)
(http://imageshack.us/photo/my-images/580/infection.gif/)
This was not good. Death by infection however was only a long term problem, and for the short term there were more urgent problems. In fact a new problem just introduced itself (in fluent kobold):

Shlagasayrber!

Two kobolds jump at me from behind the sparse vegetation, I manage to side step the first. While it spins around I slash it in the arm with my scimitar severing it. I put my full weight on my wounded foot to avoid the second kobolds attack. Despite the sharp pain I manage to retaliate, and stab it in the leg. Both kobolds are down, it looks like I may actually win this battle! I slash at the second kobold a couple more times, severing a leg, when suddenly it lashes out and plants a knife in my chest through the bronze armor.
I try to draw breath but I can't, gasping for air I fall to the ground and crawl away. So do the two kobolds who are in a similar condition.
I drag myself to the beach of the glad seas and collapse, fully expecting to never wake up again.

Day 8
I actually opened my eyes today! I am still alive! The rumours about night creatures fearing the ocean must have some truth to it, and sleeping on the beach must have saved my life... My chest wound seems to have miraculously healed as well. the gods have granted me a second chance!
The infection to my foot has not healed, but the pain does not bother me today, I am still alive!

Day 15
I have not written in my log for several days. I guess that I was distracted for a bit by being alive. I will summarize what has happened over the past days: The other cities on the coast of the glad sea were all abandoned, whatever empire ruled there was utterly destroyed by unknown forces long ago. I traveled south and then west for several days, sleeping on the beach at night to avoid the bogeymen. I remembered hearing rumors that bogeymen fear mountains as well as water, so at some point I made a run across the plains for the Prime crest

I made it to the southern reaches of the dwarven empire of Udarmeng. Since you've been reading my log, you know I have accomplished nothing. I've run from all my battles, and all those around me have perished, but this fact was lost on the dwarves. They even believe I killed some creatures I have never even heard the names of. Seven dwarven warriors joined my effort to reach Silverywind.

I traveled south for several days and reached the human fortress of Rushedraked in the human empire of Amilanthath. It's winter here, the landscape is covered with snow. Amazing, two weeks ago I had only read about snow in stories.
I'm glad I brought the panda leather robe, it keeps me warm. Temperatures only get above freezing for several hours each day. Between the cold ocean and here lies only wilderness. We will attempt to cross it in the next few days.

Progress:
[Spoiler](#) (click to show/hide)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **May 15, 2012, 02:55:33 pm**

Good luck in the trackless wastes!

Try not to get killed by a trap the instant you set foot in Silverywinds.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Sappho** on **May 15, 2012, 11:05:58 pm**

Wow! I've definitely never traveled that far without dying.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **May 17, 2012, 03:31:25 pm**

day 19
After four days we made it to Crescentattic. There is most likely no other fortress in the world that is so strategically placed. The mighty and legendary fortress controls the narrow landbridge between the cold ocean and the ashen ocean, and singlehandedly protects the human empire of Gil Ladgi from invasions from the north.
[Spoiler](#) (click to show/hide)
(http://imageshack.us/photo/my-images/846/crescentattic.gif/)

day 20
We have left the empire of Gil Ladgi, I estimate the remaining journey to Silverywind will take us two more days. I am happy to have these brave dwarves as companions, they have already told me a lot about what I can expect from Silverywind, If it is typical for a dwarven fortress, it will likely be heavily trapped, they told stories about what dwarves use for such traps: huge steel corckscrews, glass serrated disks, and even magma. Silverywind may hold all, or none of these horrors, we will soon find out.

Day 21
A giant herd of giant undead boar! I had warned the dwarves about the battle with the hippos near Mindfullring and that they should run away in such a situation. However now that they were confronted by such an enemy they just screamed something about honor and bravery, and ignored my orders!

It was horrible, the dwarves had no chance, I saw them kill some of the boar, but there were too many, and then the undead reindeer came! I abandoned my companions and ran... I failed again.
This time however I was not fast enough, large swarms of undead ravens descended from the sky, at speeds greater than a man can run.
[Spoiler](#) (click to show/hide)
(http://imageshack.us/photo/my-images/849/undeadhorde.gif/)
They pecked at me, surrounded me. I lashed out with my scimitar, and ran as fast as my infected foot would let me. Their beaks and claws scratched my armor but couldn't pierce it, but the undead reindeer were not far behind. After running and fighting for several ours I finally made it to the coast. I slew the ravens that dared follow me this far. I was at the beach, the beach of a frozen ocean. It should be safe for the night.

Day 22:
I travelled onward, alone. Even my panda leather cloak could not keep me warm here. The cursed forest gave way to a frozen wasteland. It shouldn't be far now. Then, slowly, the fog came. A dense, intensely cold fog. I could only see three feet far. Anything could jump at me from that fog, and I would have no warning at all:
[Spoiler](#) (click to show/hide)
(http://imageshack.us/photo/my-images/209/silverwindfog.gif/)
The fog seemed to draw the last bit of warmth and life out of the air. I had walked for several ours barely able to see my own hands, when I suddenly slammed face first into a solid ice wall. I had not seen it due to the thick fog.
It was made of dense, dark blocks, that felt deadly cold to the touch.

There was no doubt about it, I had made it to Silverywind.

[Spoiler](#) (click to show/hide)
(http://imageshack.us/photo/my-images/692/progress3a.gif/)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Argonnek** on **May 17, 2012, 04:55:58 pm**

Wait, if you're at the top of the world (which, from the map, appears to be the hottest part), then how is it so cold? I know that ice walls don't melt, but night shouldn't be all that cold. Or are you using artistic license?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **NCommander** on **May 17, 2012, 05:37:20 pm**

[Quote from: Argonnek on May 17, 2012, 04:55:58 pm](#)
Wait, if you're at the top of the world (which, from the map, appears to be the hottest part), then how is it so cold? I know that ice walls don't melt, but night shouldn't be all that cold. Or are you using artistic license?

He's at the bottom of the world, he started at the muesum and headed southwards. So far its been the longest trek across the world I've seen yet ...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Argonnek** on **May 17, 2012, 06:24:32 pm**

OH! Derp. I am blind. Maybe I need some sleep.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Sappho** on **May 18, 2012, 07:53:46 am**

Aw, man... Most epic turn ever, and I have to follow it... I'll probably die to a wild gopher or something in the first five minutes.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **May 19, 2012, 04:28:10 am**

Wow, this place is fun to explore, I can see a lot of work went into this. I got a PM with a well-written background story for the fortress from Tehsapper, I will use it to write this story.

-Silverywind-

I still can't see more than three feet in this fog, The obvious thing to do is to follow the wall, looking for an entrance. I notice however that the presence of the wall does not give me a feeling of direction, and comfort, as one would expect. The ice is dark and dense, and somehow, feels wrong and corrupted. It's definitely not the crystal clear ice I had imagined.
[Spoiler](#) (click to show/hide)

Almost on the other side of the massive construction I find a gap in the wall. I carefully enter the massive fortress. I find it hard to accurately describe this place, as due to the fog, I only see small parts of it at a time.
I have already described the massive outer walls, these would easily survive even the greatest sieges or natural disasters. Inside however the picture is different, most of the buildings have completely or partially collapsed. Not because of their age, this place must be ancient, no judging by the way the stones are arranged this place came to a violent end. This makes me even more worried about the monsters that may be hiding in the mist.

Then there are the new buildings; There are several of them scattered about the place, also several statues have been placed that tell the story of a dwarven expedition that arrived here in 1060, only several years ago. This must be the expedition that never made it to the museum. From the statues and craft-work made by the expedition I gather that the original city was completely destroyed by a tsunami, that subsequently froze. The dwarven expedition was here to excavate the hidden treasures of this long lost city, but what happened to them?
I've drawn a simple map of the layout of the ground floor of the fortress, for as far as this was possible in the mist:
[Spoiler](#) (click to show/hide)

I was carefully exploring other sections of the fortress, when suddenly a creature emerged from the dense fog. I panicked and ran away only to bump into a second creature, then lost my balance and fell into the snow. When I gazed up, I saw it was a dwarf. He had an eerie empty look in his eyes, and did not seem to respond at all to our recent collision. I got up, and tried starting a conversation, but he just returned a blank gaze, occasionally muttering sentences like:

..a...a...ask me when...I have returned... to my home...

While exploring the rest of the fortress I ran into more dwarves like him, most never responded to my questions, others only returned meaningless answers, several of them talked about lost family members, all had been lost in the same way:
[Spoiler](#) (click to show/hide)
Flee into the ocean? What happened here?
I must have met about 30 of these lost dwarves, I tried to persuade them to join me and leave this place, but most never responded. One dwarf is following me now, still with a blank stare, and mostly unresponsive.
I explored the rest of the fortress, There is a massive central tower, with doors made of solid gold, from this tower huge walkways connect to other towers, some of these seem to have collapsed during the tsunami, which shows how high the wave must have been. Even the partially collapsed towers are still impressive in height, this place must be an absolutely stunning view on a non foggy day. The unnatural fog and cold have penetrated all buildings, the view inside is as bad as outside, with one exception, the catacombs and mineshafts below the city.
Despite the darkness, I can see further down here. The dungeons are abandoned and littered with animal corpses. A rusty lever sits against one of the walls:
[Spoiler](#) (click to show/hide)

There's a long, muddy corridor leading south, the water tastes salty. The corridor ends in a damp room filled with strange fungal growth. There is a large floodgate here, It does not appear to be under a lot of pressure, so I use the lever near the stairwell to open it. I can't leave it open for too long, or it will flood the entire fortress, the water pressure is too strong for me to swim against, I can't get a good look at the room beyond the floodgate.

Me and the brainwashed dwarf spend the night in the central tower, I think the dwarf just stood there the entire night with that blank stare, peering into the dense fog three feet ahead of him. this must be were the king of the ancient dwarven civilization had his throne room.

The next morning I explored the northwest section of the fortress, and I am glad I did, this is were all the treasure is hidden! I found a solid gold crown, beautifully decorated, and trully a masterpiece even among dwarven craft. It must have been crafted by the dwarven expedition, to commemorate their arrival here at the fortress.
[Spoiler](#) (click to show/hide)
Even more important, I found an ancient artifact, this must have been created not by the expedition, but by the ancient civilization that lived here:
[Spoiler](#) (click to show/hide)
It is warm to the touch, somehow unaffected by the deathly cold of this forsaken place. My brainwashed companion suddenly showed a glimpse of recognition in his eyes, and muttered:

m...m...Mournsaints...the Ruler-Fire of Rewards...

I think he even smiled, before returning to his blank gaze.

I think I have found what I need for the museum. We will leave this place at once.

I won't be keeping a detailed log of the journey back, I'll just try to get there as quick as possible.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 19, 2012, 01:17:47 pm**

At this page, suddenly the handwriting in the logbook changes:

Ha! you were not expecting that were you? My name is Luto Firepumpkins, and since I ended that idiot Bralbaard's life, I thought I might just finish his diary as well...

So, dear diary..
A couple of days ago me, and my two partners in crime, were hanging out in Riddledpleat when this guy dressed in a panda leather robe, and his seven merry dwarves show up. Quite an unusual sight in these parts, so we decided to investigate, which could not have been any easier. The dwarves and panda-boy talked so loud to each other that after a few hours, anyone in town knew they were going to Silverywind to pillage its treasures. What a bunch of idiots.

We decide to prepare an ambush for them for when they return, somewhere along the coast halfway between Riddledpleat and Silverywind, quite a lot safer than following them into that cursed fog, or the ruins of Silverywind itself. I guess you can read in this diary what Panda-Boy was up to in the meantime.
So after waiting for a couple of days, Panda boy shows up as expected, carrying a bag filled with loot. Even better, the dwarves are nowhere to be seen except for this one dwarf that looks like his mind has left him weeks ago.

We emerge from our hiding place, while our leader, Mater steamyhumms does his usual introduction:
Tell them it was the dates of peach, if you live! followed by the usual nonsense and bragging about his kills. Just when I fear Mater is going to bore panda-boy to death something unusual happens. My eyes are suddenly drawn to the strange amulet our victim is wearing, the amulet suddenly starts to glow bright purple. Looking to my left, I suddenly see Mater stop halfway his speech. He clutches his chest and collapses to the ground: Mater Steamyhumms has died of old age!

I can not believe this just happened.. That artifact, I must have it!
While I contemplate the powers of this artifact, Osman storms towards Panda Boy, who was fumbling with an iron crossbow. I do not think I have ever seen anyone so unskilled in the art. Meanwhile I take out my silver whip, and finish off the pitiful, brain-dead dwarf. Panda Boy has stopped trying to fire the crossbow, instead he has opted to throw the crossbow itself in Osmans face. Osman, not the brightest, did not see this coming and is stunned by the blow,
Panda Boy takes out an iron scimitar and cuts of Osman's weapon arm, and then plants the scimitar in his heart. This must all have been more luck than skill, even Panda-boy himself looks surprised by his success. I quickly move in to finish this foolishness, My only fear is that he will use the artifact on me.
I'm sure the idiot would have been able to outrun me if he had chosen to flee, but now that he killed Osman, he seems to think he can take on anything by himself. He tries to stab me with his scimitar but I dance around him, dodging with ease, playing with my victim while waiting for the right moment. One crack of my whip precisely hits a gap in his armor that is covering an old chest wound. Panda boy falls to the ground gasping for air. He then actually manages to surprise me by dodging of behind some trees. I nearly lost sight of him, but the fresh blood trail in the white snow gave him away. A few cracks of the whip finished his pitiful existence.

So, this diary contains a note, telling the finder to send it to a place called the museum if found. I think I might just do that.
It would teach you guys at the museum a thing or two about the kind of idiots you're sending out, and it will help spread word about the dates of peach, the greatest bandit gang that ever roamed the portentous domain!

The save can be found here, it was played on 34.07. I haven't updated to the latest version yet.
<http://dffd.wimbli.com/file.php?id=6341>

The artifact might not be recoverable. I took a screenshot of the quest map when dying, but I realize only now that my position on the map is not marked.
I remember being quite close to the coast, But I don't know where exactly, it was somewhere in the doomed jungles. The fortress in the southeast is Silverywind.
[Spoiler](#) (click to show/hide)

Expert Thrower 550/1300
Talented Ambusher 308/1100

I live in Twinklemansions



which is a stupid little hamlet with a stupid name and it's full of stupid people who are always telling me how stupid I am.

Kamca Oricop, Farmer: Hopefully your friends can dissuade you from this foolishness.

There's one person who's nice to me though. Probly because he's just a fish cleaner and no one likes him either. He doesn't have any family, like me. His name is Muthro Copperscribes. He got a way better name than me but it's okay, I don't care, it's just a name. Today I asked him if he wants to come with me to the capital, that's Dinnerwandered and it's really close to here, and sneak around with me because at least stuff there is more interesting than here. He said ok, I didn't think he would but there he is over there, looking kind of bored and cleaning his dirty fingernails with that fish knife of his.

Muthro Gugirdosla, "Muthro Copperscribes", human
copper boning knife, Left hand
rope reed fiber pouch, Llama wool sock
cat leather braies, Lower body
rope reed fiber long skirt, Lower body
rope reed fiber dress, Upper body
rope reed fiber robe, Upper body
sheep wool turban, Head
spiny dogfish leather left glove, Left hand
spiny dogfish leather right glove, Right hand
llama wool sock, Left foot
white stork leather shoe, Left foot
llama wool sock, Right foot
white stork leather shoe, Right foot

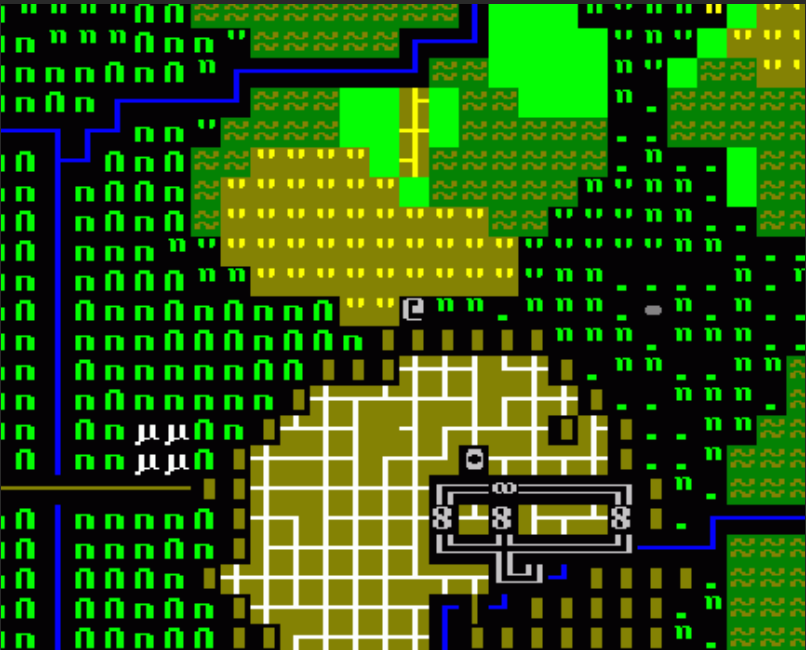
So he's gonna come with us Meep, I hope you don't mind too much. Don't worry, I like you better than him anyway.

This is a small shale rock.

So I guess we're gonna get some sleep now and then head to Dinnerwandered. I have a feeling maybe something cool will happen, and then all the jerks in Twinklemansions can shut up and stop calling me names.

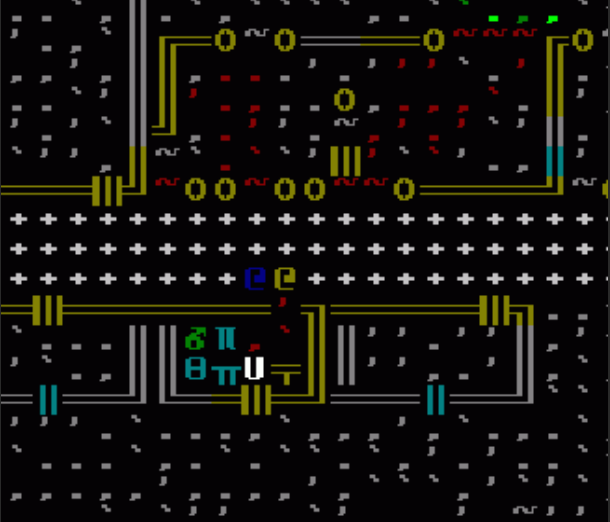
19 Opal, 1062

Hi Meep. It's time to go now, to Dinnerwandered. It's pretty close, so it shouldn't take long to get there.



(later)

You know, Meep, Dinnerwandered's not looking so great these days. So many buildings are just abandoned and falling apart. What a dump. I should come here sometime in the middle of the night with some wood and stuff and build a giant fort for me and you to hang out. Wouldn't that be awesome?



I could be the queen, and you could be my knight, and we'd rule the whole crumbling rotting kingdom!

This is a small shale rock.

Anyway, right now we're gonna go sneak around in the keep. I haven't been here for a while, but I heard they built something new in there, a thing called a "museum." I heard a couple of guys talking about it in Twinklemansions the other day. Basically it sounds like a really scary place full of vampires and bones and old papers and other stuff. Sounds like something we have to go check out, doesn't it? Maybe I could sneak in there and take something valuable and bring it back to Twinklemansions and then everyone would have to be nice to me because I'd be rich and they're all still stupid and poor.



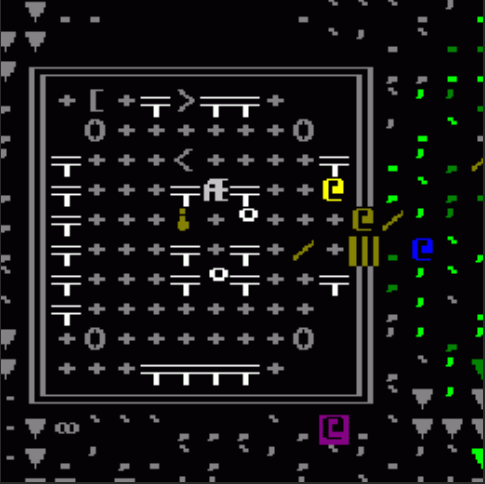
Wow, I'm rich already! Okay, well maybe not rich, but still, I'm not some stupid poor peasant anymore am I? And we're not even all the way inside the keep yet! Okay meep, you keep an eye on the money and keep quiet, I'm gonna sneak in there and see what's going on.

This is a small shale rock.

(later)

Hmm... Did you hear what that guy said, Meep? The Pikeman over there. You have to pay better attention! He says this is a place where adventurers bring valuable stuff, then they get famous and they're remembered forever and they can live here in the capital as heroes! Anyone can do it, they just have to go get something valuable! Too bad for most people they're too stupid and lazy and they just stand around all day being jerks.

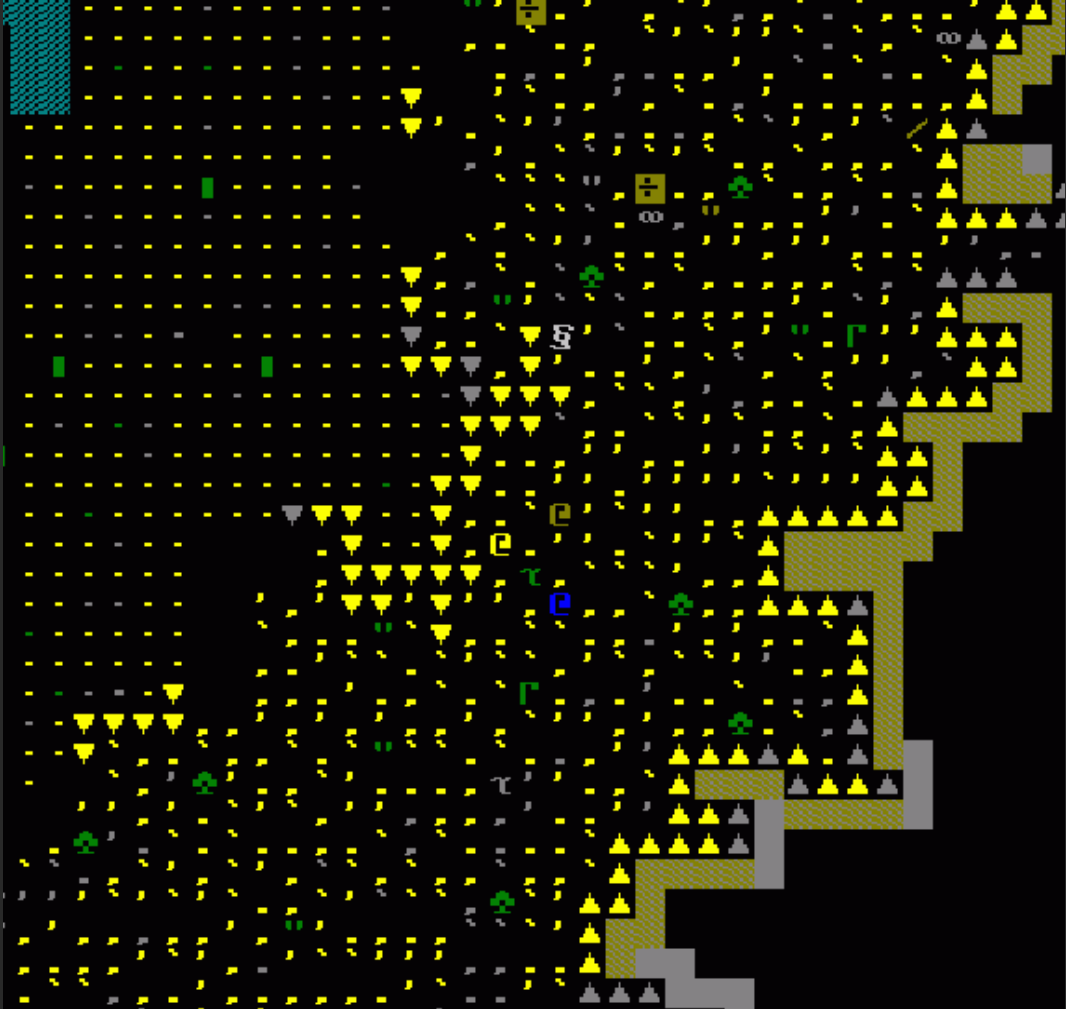
Mostly it just looks like a collection of bones and skin and teeth and hair and books and a few other random things. It couldn't be that hard to find something better than this, right?



So I asked this guy if he knows anywhere good for finding this valuable stuff, and he told me there's a rumor about some abandoned old cave thing dug by dwarfs and there's probably all kinds of treasure there! He said it's called Shootplunges and I've decided, Meep, we're going! Muthro can come too and this pikeman, his name is Mastrod, he said he was planning to go adventuring anyway so he'll come with us! And he knows how to fight and everything.

I seriously can't imagine how anyone could stop us now. Meep, we're going to be famous!

This is a small shale rock.



Gasp -- look, Meep! Dwarfs! I wonder if they're friendly? Maybe they can tell us why all their stuff is all over the place? I don't see no cave or nothing here. I'm gonna send Mastrod to talk to one of them so I can hide, just in case.



Can you hear anything? Sounds like they don't have nothing useful to say. This guy says he's just a peasant, no family, no job, no nothing. Doesn't need help, doesn't want to come with us... He said something about this being a "fortress," though. Where is it? I don't see anything? Is this just some sort of strange crazy dwarf commune or something?



Aha! There it is, Meep! The entrance! What kinds of crazy things are waiting in here? I bet there will be a dragon or something. Then we can kill it and take its teeth and stuff back to that museum and get famous. Then everyone will have to love us and be nice to us all the time forever!



Hm... Looks kinda... Unfinished, don't it? Maybe something scary came while they were building and it's hiding deep inside, guarding its valuable treasure! We better find it. Keep quiet, okay?

(30 seconds later)

Oh. That's it.



So... Strange crazy dwarf commune then, I guess. Nothing valuable or even interesting at all. What a bunch of stupid jerks, putting their place on a map and calling it a fortress and not having nothing useful to show for it! And stupid Mastrod for dragging us all the way here for nothing! And stupid Muthro for not saying nothing and not helping at all. I guess we got to find somewhere else to find our treasure.

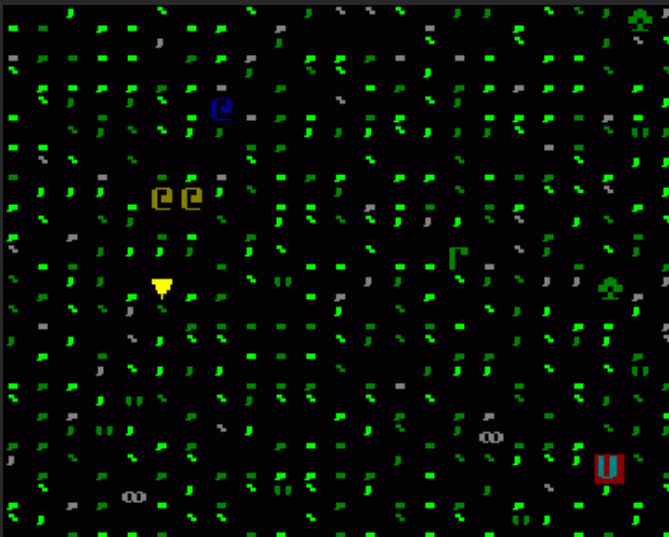
Oh, well. When we were coming here the people in all the villages and hamlets talked about lots of interesting stuff around here. Monsters and bandits and all kinds of things. Maybe we can find something useful in one of those places. I even heard theres some kind of tomb near here. I bet it's full of magic stuff we can take! Yeah, let's go there! Are you ready, Meep?

This is a small shale rock.

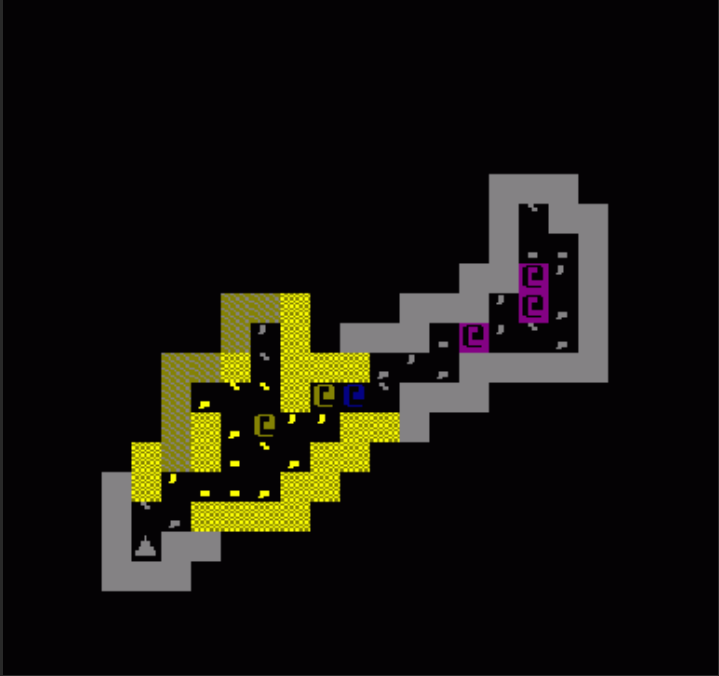
Yeah, me too.

(later)

Hey, what's that? Is that a skeleton?

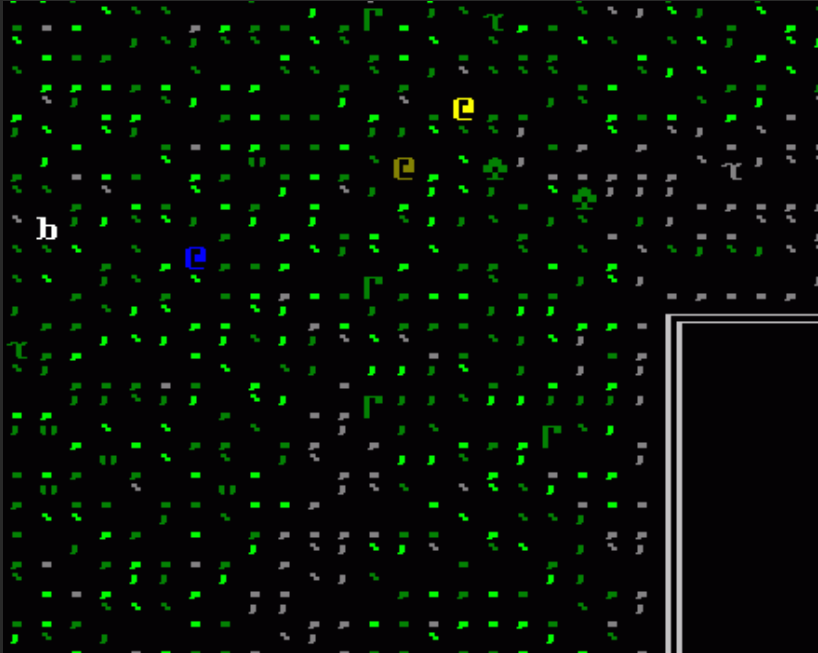


Ugh! I've never seen a real skeleton before... Where did it come from? Is there something dangerous around here? I bet there's a huge monster living in this cave! Let's go have a look.



Nope. Nothing. Oh, well. I guess not every hole in the ground can be a monster's den. I guess we should move along.

(later)



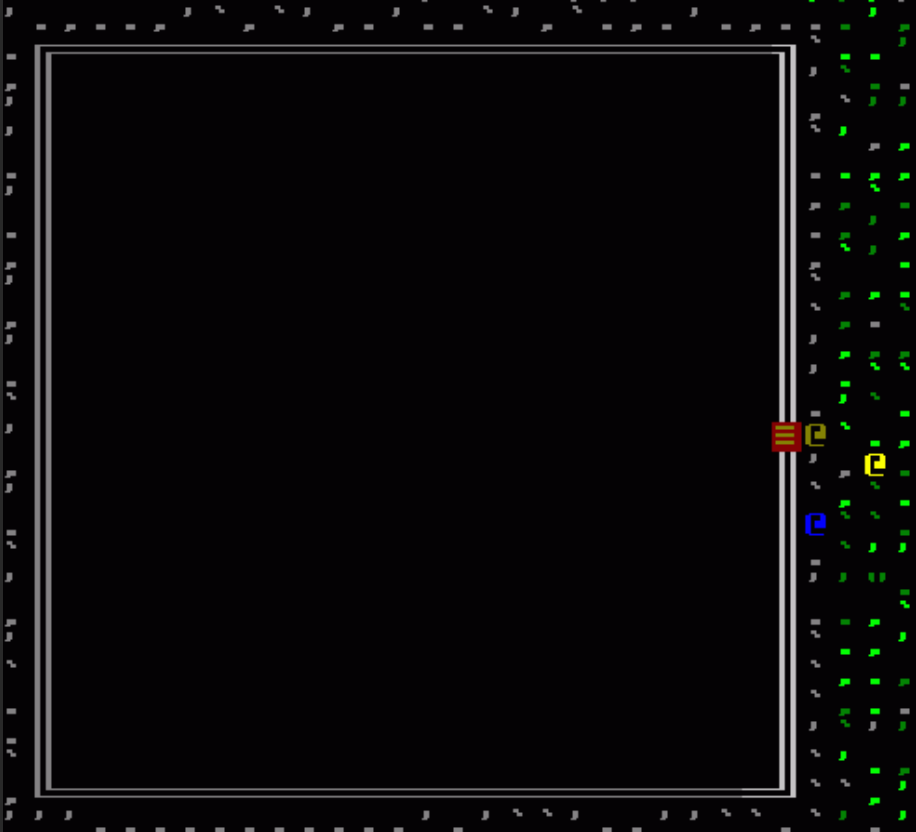
We made it! This is the tomb. There sure are a lot of animals around here. But I bet we can kill them without even trying. Here comes a pissed-off-looking badger. I'm gonna throw one of these bolts at it!



Whoa! I take back all the bad stuff I said about Muthro! Look at him kick that badger's stupid furry little butt!



I knew Muthro was the right guy to take with me on this trip. I never even had to throw a bolt through that little critter's head! Muthro is *hardcore*. Now let's go explore this tomb!



This is it. The entrance. I got the lock opened with my sneaky skills. Here we go! We'll sneak around again just in case there's monsters inside. So keep quiet!

This is a quartzite slab.
There is writing on the slab, but you cannot read.

Wow... A real slab in a real tomb! It's got pretty marks all over it. I guess maybe it's writing? Maybe it says what dead person is here! But none of us knows how to read it.

You jump away from The spinning +silver great axe+!

Whoa, traps! Good thing I'm so quick, huh? You might have got hurt, Meep! Don't worry, I'll keep you safe.

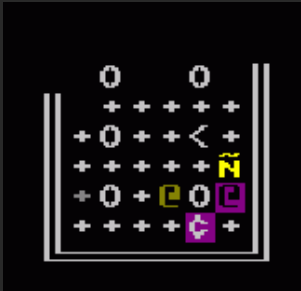


Ew, more skeletons. I guess we don't have to fight anyone if they're already dead! Still, not finding anything cool in here. Gotta keep looking...

Hey, this is kinda cool! A really nice hood made from a shark's head! I think I'm gonna keep this for myself. The others don't seem to mind. They don't got my sense of style, you know.

This is a finely-crafted shortfin mako shark leather hood. It is encrusted with finely-crafted round marble cabochons. This object is adorned with hanging rings of finely-crafted red panda bone.

AHH!



It's a mummy! Holy crap it's attacking Muthro! That is the GROSSEST thing I ever seen in my life!

PS: 100 (39) Zih Lapaohu

A medium-sized creature prone to great ambition.

Her lower body is rotten. Her upper body is rotten. Her head is rotten. Her head's hair is gone. Her head's hair is gone. She is incredibly muscular. Her nose is broad. Her hanging-lobed ears are extraordinarily broad. Her head's eyebrow is gone. Her head's eyebrow is gone. Her upper lip is gone. Her lower lip is gone. Her right eyelid is gone. Her left eyelid is gone. Her right cheek is gone. Her left cheek is gone. Her tongue is gone. Her mouth is gone. Her fifth toe, left foot's skin is gone. Her fifth toe, right foot's skin is gone. Her fourth toe, left foot's skin is gone. Her fourth toe, right foot's skin is gone. Her third toe, left foot's skin is gone. Her third toe, right foot's skin is gone. Her second toe, left foot's skin is gone. Her second toe, right foot's skin is gone. Her first toe, left foot's skin is gone. Her first toe, right foot's skin is gone. Her fourth finger, left hand's skin is gone. Her fourth finger, right hand's skin is gone. Her third finger, left hand's skin is gone. Her third finger, right hand's skin is gone. Her second finger, left hand's skin is gone. Her second finger, right hand's skin is gone. Her first finger, left hand's skin is gone. Her first finger, right hand's skin is gone. Her thumb, left hand's skin is gone. Her thumb, right hand's skin is gone. Her throat is gone. Her nose's skin is gone. Her left ear's skin is gone. Her right ear's skin is gone. Her left foot's skin is gone. Her right foot's skin is gone. Her left lower leg's skin is gone. Her right lower leg's skin is gone. Her left upper leg's skin is gone. Her right upper leg's skin is gone. Her left hand's skin is gone. Her right hand's skin is gone. Her left lower arm's skin is gone. Her right lower arm's skin is gone. Her left upper arm's skin is gone. Her right upper arm's skin is gone. Her head's skin is gone. Her lower body's skin is gone. Her upper body's skin is gone. Her left eye is gone. Her right eye is gone. Her upper body's fat is gone. Her lower body's fat is gone. Her head's fat is gone. Her right upper arm's fat is gone. Her right upper arm's muscle is gone. Her left upper arm's fat is gone. Her left upper arm's muscle is gone. Her right lower arm's fat is gone. Her right lower arm's muscle is gone. Her left lower arm's fat is gone. Her left lower arm's muscle is gone. Her right hand's fat is gone. Her right hand's muscle is gone. Her left hand's fat is gone. Her left hand's muscle is gone. Her right upper leg's fat is gone. Her right upper leg's muscle is gone. Her left upper leg's fat is gone. Her left upper leg's muscle is gone. Her right lower leg's fat is gone. Her right lower leg's muscle is gone. Her left lower leg's fat is gone. Her left lower leg's muscle is gone. Her right foot's fat is gone. Her right foot's muscle is gone. Her left foot's fat is gone. Her left foot's muscle is gone. Her right lung is gone. Her left lung is gone. Her heart is gone. Her guts is gone. Her liver is gone. Her stomach is gone. Her pancreas is gone. Her spleen is gone. Her right kidney is gone.

I don't think it sees us, Meep. Let's get it with my bolts!

The flying «+copper bolt+» strikes The Human Fishery Worker mummy in the left lower arm from the side, chipping the bone through the nautilus leather robe!

A ligament has been torn and a tendon has been torn!

The Human Fishery Worker mummy gestures!

The Pikeman stabs The Human Fishery Worker mummy in the upper body from the side with his copper pike, tearing the muscle through the nautilus leather robe!

The Human Fishery Worker mummy gestures!

The Human Fishery Worker mummy misses The Pikeman!

The Pikeman bashes The Human Fishery Worker mummy in the right lower arm with the shaft of his copper pike, but the attack is deflected by The Human Fishery Worker mummy's nautilus leather robe!

Oh boy... It's not working. Let's get outta here NOW!

- a - Muthro Gugirdosla's right hand, 8
- b - copper boning knife
- c - rope reed fiber pouch
- d - cat leather braies
- e - rope reed fiber long skirt

Muthro! NOOOOO!!!! Run run run run run...

The mummy Fishery Worker stands before you.

Zih Lapaohu, Human Fishery Worker mummy: I am Zih Feedfaints!

Zih Lapaohu, Human Fishery Worker mummy: Conqueror of Mastrod Camphalance, once revered by those who didn't know any better!

Zih Lapaohu, Human Fishery Worker mummy: Prepare to die!

MEEEP! WE HAVE TO KEEP RUNNING! NEVER STOP RUNNING! WE HAVE TO GET BACK HOME WHERE IT'S SAFE!



bronze boning knife, chipping the bone through the sea lamprey leather robe!

You lose hold of the rope reed fiber shoe.

You lose hold of the llama wool sock.

The Human Fishery Worker mummy slashes You in the left foot with her bronze boning knife and the severed part sails off in an arc!

The Human Fishery Worker mummy stabs You in the upper body with her bronze boning knife, bruising the muscle, chipping the right true ribs and bruising the left lung through the sea lamprey leather robe!

You give in to pain.

The Human Fishery Worker mummy stabs You in the head with her bronze boning knife, tearing the muscle, fracturing the skull and tearing the brain through the «+shortfin mako shark leather hood+»!

A tendon in the skull has been torn!

The bronze boning knife has lodged firmly in the wound!

You have been struck down. [DONE]

Journal of Meep the Small Shale Rock

21 Opal, 1062

This is a small shale rock.

Here lies Aira Mopsprayed the human with her best friend Meep and a rather nice new shark leather hood. For a little while, at least. Until someone comes to disturb her and her new master.

Aira Gontaba
The Good of Pregnancy

So that's it, lasted even longer than I thought I would actually, given I usually play demigods and still get killed pretty quick. I'll make a nice fortress over the next few days then upload the save. That may have been short, but it was FUN!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 20, 2012, 03:15:23 pm**

It was fun indeed,

So we've had 8 adventurers, only two of which have returned with loot. I personally find our current stories of failure entertaining as well, but I can imagine some people might find it frustrating. Should we think about bending the rules a bit, or are people ok with the current situation?

It should be noted that people can use the knowledge from the books of life and death, and if we can get it to work, the vampire blood in the museum to get a better start..

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **May 20, 2012, 03:50:57 pm**

I would prefer to start with demigods or at least heroes. I don't see any benefit to making everyone use peasants - even demigods have a generally pretty depressingly short life expectancy and a peasant has almost no chance unless really incredibly lucky. Being a peasant just reduces the chances of survival dramatically as well as adding a lot more grinding time to the beginning before you can attempt anything interesting.

Also, turns would go faster if everyone didn't make a fortress after their adventurer dies or succeeds and retires. I think the actual adventuring part doesn't take too long. Maybe we should make a shorter time limit to keep things moving and give people more chances, or limit the number of fortresses that should be made (to save both time and file space - it's already a pretty big save).

In any case, I still think it's fun. I didn't have high hopes for success - adventurer games in general tend not to last too long for me, and half the time spent on them is just spent leveling up throwing and ambushing before I get into any real fights. I'm planning to start up another similar (though distinctly different) adventurer succession game, hopefully this week, if you don't mind me borrowing the idea and tweaking it a bit. I like the idea of adventurer succession games, and it would be good to have more of them around, with different rules and options for each one.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **May 20, 2012, 05:30:07 pm**

Sappho, don't forget to post the save for llamainaspitfire.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **May 21, 2012, 02:32:13 am**

Oh, snap.

I couldn't think of better story involving Silverywind.

You have done there a great job, Bralbaard! That story is approaching artifact level of quality.

I'll download the save and try to find the amulet, if your adventurer was killed somewhere in the middle of provided map. One tile on it equals 16x16 embark (or fast-travel outside of cities) tiles, right? And since 0.34 items are stored on those embark tiles, they're no longer being unloaded into abyss.

What about rules, I think Sappho's suggestion about rising possible 'hero' level good. Demigods are too mighty, so I think being able to start as hero will be a nice addition.

I can also think of adding ability to add interactions raws (if you can change/add them after generating a world, I'm not sure), somehow binded to artifacts, so they could have more use. Like, you can spawn with dfhack a 'inobtanium' boulder that will grant you some powers after you obtained the required artifact. That could be an interesting feature.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **May 21, 2012, 10:01:07 am**

I'll upload the save soon, just want to do a quick fortress first. I won't make it anything complicated, don't have the time and don't want to increase the save file size too much, but I think it'll be good to have more places to explore. I don't expect to take long - this is a busy week for me so I'll probably just do what I can tonight and leave it at that. At the latest I'll finish it Wednesday I think.

Maybe we should put the starting adventurer level up for a vote? I would vote even demigod as OK (I've yet to have an adventurer I'd consider "mighty" - but maybe I'm just not a good player!) but of course I'll be fine with whatever the majority wants. Maybe this will come around and I'll take another turn. :)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 21, 2012, 01:14:12 pm**

There's no need to upload your fortress that fast, it's only a day since you started your turn, so there's no reason for people to get impatient already. Also I would not worry about file size too much. Without new and interesting fortresses the world would get boring quite fast, if it comes at the cost of extra file size, I'm fine with that. We may have to find another host if file size goes above 100 mb, but then, the file depot is quite slow, so that may not be a bad thing.

About the level of our adventurers. I think we'll go for hero right now, demigod seems a bit excessive. If hero-adventurers still don't survive, we could go up another level, also, I guess someone could collect a barrel of huskifying dust, that and the books of life and death should make adventuring easy.

Quote from: Sappho on May 20, 2012, 03:50:57 pm

In any case, I still think it's fun. I didn't have high hopes for success - adventurer games in general tend not to last too long for me, and half the time spent on them is just spent leveling up throwing and ambushing before I get into any real fights. I'm planning to start up another similar (though distinctly different) adventurer succession game, hopefully this week, if you don't mind me borrowing the idea and tweaking it a bit. I like the idea of adventurer succession games, and it would be good to have more of them around, with different rules and options for each one.

I would love to see more adventure games, I might even join in a couple of months (will be too busy for the next few)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **May 21, 2012, 04:20:32 pm**

Quote from: Bralbaard on May 21, 2012, 01:14:12 pm

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Quote from: Sappho on May 20, 2012, 03:50:57 pm

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I would love to see more adventure games, I might even join in a couple of months (will be too busy for the next few)

Forgot about the fortress thing; forgive me if I came across as impatient. By all means take your time. I think this is shaping up to be one of the more interesting worlds. I suspect that the humans will start to succumb to old age en masse soon, leading to more incidents like the one that Bralbaard encountered on his return from Silverywinds.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Edosurist** on **May 22, 2012, 02:04:07 am**

Sounds fun, turn please!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 22, 2012, 01:29:31 pm**

Quote from: Sappho on May 21, 2012, 10:01:07 am

Maybe this will come around and I'll take another turn. :)

I'm not sure if you requested a turn here, but since I really enjoyed your story I've interpreted it as yes. Feel free to correct me. I also added Edosurist and myself to the turn list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Warmist** on **May 22, 2012, 01:42:42 pm**

i just wanted to drop by and say that i made a little script (should be in newest dfhack) that puts items dropped in same tile as a table to be placed "on" the table, just like in shops. Little cosmetic thing but i think this could use it

Edit: just backup before using (as anything in dfhack), i tested it and it worked ok, it should not crash or corrupt anything, but better safe than sorry.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **May 23, 2012, 10:40:45 am**

Quote from: Warmist on May 22, 2012, 01:42:42 pm

i just wanted to drop by and say that i made a little script (should be in newest dfhack) that puts items dropped in same tile as a table to be placed "on" the table, just like in shops. Little cosmetic thing but i think this could use it

Edit: just backup before using (as anything in dfhack), i tested it and it worked ok, it should not crash or corrupt anything, but better safe than sorry.

Wow, good job!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **May 23, 2012, 01:27:38 pm**

I'm still working on my fortress. It turned out to be more complicated than I thought so I guess I'll take another day or two after all. But hopefully nothing will go horribly wrong and I'll end up with something nice. :)

By the way, I'm over a year in and haven't gotten any artifacts yet. I haven't played much fortress mode in a while but I seem to recall them happening more often than this - should I be worried or do I just need to be patient?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **May 24, 2012, 12:34:34 pm**

Nice game so far.

I will take a turn, if possible.

Edit -And a turn in Sappho game , if he starts one.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **May 24, 2012, 08:16:43 pm**

Quote from: Broken on May 24, 2012, 12:34:34 pm

Nice game so far.

I will take a turn, if possible.

Edit -And a turn in Sappho game , if he starts one.

He?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **May 26, 2012, 01:49:08 am**

Close to finishing my fortress, should upload tonight I think. It's beautiful outside but I have my priorities and I don't want to go out until I've gotten this thing done! It's not perfectly what I planned it to be, and I'm regretting some choices I made in the very beginning which can't be fixed now, but I still think it will make an interesting place to visit.

I will definitely use DFHack to make it a lair to prevent item scatter. Does anyone mind if I use other methods to try to keep it an active fortress instead of abandoning? Will that make a difference to the adventurer game other than to show a fortress icon instead of a ruins one? I don't want to bug the save of course.

And yes, Broken, Niyazov is right - see my title to the left there. :) I think my adventurer succession will be my next project so just watch for it and ask for a turn when it gets started.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 26, 2012, 12:45:50 pm**

Using dfhack to leave an active instead of an abandoned fortress should be safe, for as far as I know. It should have some added advantages; the dwarves living there should be a bit more responsive (no more "wait until I have returned to my home"replies) and you should be able to retire adventurers there.

I've added Broken to the turn list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **May 26, 2012, 02:42:41 pm**

Can you describe exactly the procedure for leaving the fortress active? The forum thread you linked to in the first post is confusing me. :(Also, do you know if dwarves will stay where they are put, like if they are behind a locked door for example? And it seems animals will die no matter what? That's a shame.

Anyway I'm nearly done. Spent way too many hours playing this today and I need to finish it and take a break.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 26, 2012, 03:03:44 pm**

actually I have no idea, there used to be a three step procedure to do this under that link, that looked understandable. I've never used it myself. The post seems to have been edited now, and I can't find the simple explanation anymore. Actually the difference between a fortress retired using that trick, or just preventing item scatter isn't that big, and probably not worth the effort.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **May 26, 2012, 03:09:18 pm**

Alright. I suppose for the purposes of this game it doesn't need to be active anyway - everyone's final destination is the museum anyway so there's no need to make it a place they can retire. I'll have to hope dwarves stay in locked rooms - I guess I'll test it before I upload to find out.

Edit: Whoops, made a huge engineering error. Big stupid one. Gonna try to fix it as much as possible, but I'm completely burnt out tonight. If I don't get it finished by end of tomorrow, I'll just upload it as-is.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Llamainaspitfire** on **May 26, 2012, 11:51:41 pm**

Aye, I actually can't do my turn this week, Could you delay me a few positions?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **May 27, 2012, 03:40:56 am**

Okay, I'm throwing in the towel and uploading now. Did a test run with an adventurer and certain aspects do not work the way I planned. Also a very large part of the design was badly planned and doesn't work so great (will be obvious what I mean when someone visits I think) - but I'd have to start over from the beginning to fix that. Also, looks like dwarfs do NOT stay put on abandon even if lair is set and they are locked behind closed doors.

HOWEVER, there are enough cool things in this fort that I think it will be worth visiting, especially for one particular item. I have walled off the main fort (boring) and left obvious entrances to the two interesting parts. One part contains items of value, and the other is for exploring. Also, keep your eye out for the newly appointed count, whom others whisper strange things about - but since he won't stay where I put him, he may be hidden away somewhere and unavailable to see when you visit, unfortunately.

The fort is named Nerkevish (Lakelancers) and can be found here:

Local



The Portentous Domain
The Occult Continents

Region



World



The Ordered Vermilion Hill

Tropical Grassland
Temperature: Hot
Trees: Sparse
Other Vegetation: Moderate
Surroundings: Calm

Stream: Crossspins the Hau
nt of Sludge

Clay
Very deep soil
Shallow metals
Deep metals

Save: <http://dffd.wimbli.com/file.php?id=6388>

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 27, 2012, 01:28:31 pm**

Great! sounds like you put a lot of work into this. I'll update the map with fortress locations later tonight. I've reordered the turn list as requested, and I've send Spinal_taper a PM.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Siraidan9** on **May 27, 2012, 09:22:41 pm**

Well... this looks rather amazing... Never seen a succession Adventure mode, I've always wanted to start a succession game (or join in on one near the beginning) but have yet to attempt, hmmph, tossing out a request then, though I'm torn between spending time on the adventurer or just making a bunch of little artificial trap filled ruins...

So yeah, spot please.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Spinal_Taper** on **May 27, 2012, 11:15:14 pm**

Is it okay to borrow gear from the museum? Also, first set of journal entries for my racial supremacist Religious fanatic.
[Spoiler](#) (click to show/hide)

Purpose of Journal: This journal is intended for the royal family of Omon Woge. It details my quest to eradicate the unclean from this world. I am Istrul Tababehal. I am a weapon wielded by the almighty, to crush the unclean who oppose it. I set out on the morrow to find those who would oppose us.
[Spoiler](#) (click to show/hide)
Entry One-23rd of Slate, 1068
I asked around the village about any unholy beasts or unclean beings. The best I could get came from Dosla, the woodcutter. He told me about a were-something named Bim Snuggledonkey. Just the name seems unclean. I set out today, with my sword at my side, ready to slay any unclean beings.

Istrul Tababehal, Inquisitor
[Spoiler](#) (click to show/hide)
Entry Two-23rd of Slate, 1068

Turns out the beast lives just North-East of my hometown. Despite having to cross the river, things are going... swimmingly. That one was good. I'll have to remember that. When I arrived at its hole, I found it dead already. The gods themselves must have taken pity on the wretched creature. I returned to civilization, and asked about more unclean ones to slay. They told me about an olm woman were-creature. Great. That's two birds with one stone. As of now, I'm headed to its lair, but hopefully this one will live yet, as my copper short sword still hungers for blood.

Istrul Tababehal, Inquisitor
[Spoiler](#) (click to show/hide)
Entry Three-23rd of Slate, 1068

I found the were-creature when it was not in its cursed form. So, I quickly smote it down, with strength from the almighty added to my own. The only worry I have about the encounter is whether biting a cursed being curses you, or if it has to be the unclean being doing the biting. Within its lair though, I found evidence of another one like it, just to the east. As such, I am heading east, to kill another of these wretched beings.

Istrul Tababehal, Inquisitor
[Spoiler](#) (click to show/hide)
Entry Four-23rd of Slate, 1068

This one was a child. I assume this was the devil within it taking an innocent form to confuse me, and perhaps take pity upon it. Casting its illusion aside I struck it down as I had the rest, slashing and stabbing with the familiar blade until it bled like a stuck pig. Now, I head to the town of Dinnerwandered, to tell those within the tale of my conquest over the cursed ones and to gain information about more of these unholy things.

Istrul Tababehal, Inquisitor

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 28, 2012, 06:50:59 am**

[Quote from: Spinal Taper on May 27, 2012, 11:15:14 pm](#)
Is it okay to borrow gear from the museum?

If it is some random junk then it's ok, if it is actually on display then probably not. It is ok to read the necromancer books, but if we for example had an artifact adamantine sword on display (which we don't) borrowing it would not be ok, as it would be likely to get lost.

Story is looking good so far, I hope you can get a new item for the museum, it's been a while since we last had a successful adventurer. I've added Siraidan9 to the turn list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Siraidan9** on **May 28, 2012, 11:45:31 am**

[Quote from: Bralbaard on May 28, 2012, 06:50:59 am](#)
[Quote from: Spinal Taper on May 27, 2012, 11:15:14 pm](#)
Is it okay to borrow gear from the museum?

I've added Siraidan9 to the turn list.

alright thanks.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **May 30, 2012, 09:33:26 am**

I have seen a posible problem.

If this continues long enough all humans will die of old age . Maybe even the dwarves.
in another succeion game decided to give inmortality for everybody, but is to late to do that now.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **May 30, 2012, 10:50:17 am**

[Quote from: Broken on May 30, 2012, 09:33:26 am](#)
I have seen a posible problem.

If this continues long enough all humans will die of old age . Maybe even the dwarves.
in another succeion game decided to give inmortality for everybody, but is to late to do that now.

That could become a problem if the game persists too long, yes. It would take quite a while, though.

I'd like to join, too.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **May 31, 2012, 01:31:59 pm**

[Quote from: Broken on May 30, 2012, 09:33:26 am](#)
I have seen a posible problem.

If this continues long enough all humans will die of old age . Maybe even the dwarves.
in another succeion game decided to give inmortality for everybody, but is to late to do that now.

I think age is not being tracked for most of the population, only for the few families and people that are tied to historical events (correct me if I'm wrong). Human cities will thus still have citizens, but the more interesting people will die of old age, except for the vampires. There should still be plenty of things for adventurers to do, certainly with all the new fortresses we're adding to the world. With all that said, I do hope that gameplay will be updated soon to properly handle things like birth and death. I think toady hinted somewhere that it will likely happen sooner rather than later. I'll update the turn list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **June 04, 2012, 11:15:59 am**

Any progress? It's been a while.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Spinal_Taper** on **June 04, 2012, 04:41:47 pm**

Entry Five -24th of Slate, 1068
[Spoiler](#) (click to show/hide)
Within the tower, I found no royalty. Only artifacts of times past and one lone, dying crossbowman. I approached him, and told him of my quest. He told me of a vampire, hiding within the cities sewer system. I continued searching the tower, and found two guardsmen, whom I recruited for the quest of exterminating whatever vermin resided within the sewer. Apparently the tower had been attacked many times before, as there was Within the ground floor, among the other artifacts, I found a tome of necromantic power. Knowing that the Holy One would forgive me for this transgression, I read it, hoping to use dark power against dark power. Even so, I went to the church to pray for forgiveness and sleep there.

Istrul Tababehal, Inquisitor
Entry Six -24th of Slate, 1068
[Spoiler](#) (click to show/hide)
I went into the sewers after a brief detour. The person who gave me the task thought it would be a good idea to tell me and my companions to swim in through the river. I thought he was a bit washed-up. That's another good one. I have decided to leave a trail of equipment and excreta behind me to make sure I can get back.

Istrul Tababehal, Inquisitor

Entry Seven-24th of Slate, 1068

[Spoiler](#) (click to show/hide)
Apparently they don't choose guardsmen for their intelligence. I attempted to raise some of the many corpses within the sewer, but they immediately attacked the corpses, then dove into the water. They couldn't swim either. As of now, I am followed by a good sized group of undead minions.

Istrul Tababehal, Inquisitor

Entry Eight-24th of Slate, 1068
[Spoiler](#) (click to show/hide)

I decided that if the vampire will hide from me, I will not hunt it down. There are bigger threats to the holy kingdom of Omon, and I will destroy those first. When I returned to the tower, I dropped the blowdarts I found in the sewer behind. They will make an interesting archeological study. Inside the tower, an axeman told me of more beings hiding in the sewer, but one hid in the dungeon. I don't want to go into the sewer again, the place is a maze. Hopefully, the dungeon will be better. Oddly enough, when I passed through the town, I heard neither scream nor battle call, despite the undead horde behind me. Will I have to bathe the entire town in blood to purify it?

Istrul Tababehal, Inquisitor

Entry Nine-24th of Slate, 1068
[Spoiler](#) (click to show/hide)

I saw the first parasite. It was a kobold with a spear. While it was quite skilled, me and my minions attacked and destroyed it, wiping more scum from the earth. I brought its corpse back from the dead, adding another to my legion.

Istrul Tababehal, Inquisitor

Entry Ten-24th of Slate, 1068
[Spoiler](#) (click to show/hide)

By the Great One, these vermin have taken many goods. I have decided to take the gems from these bandits and return them to the state, where they belong. In addition, my companions number over 50 now. I looked through my bags, and the gems within fill a duo of leather pouches, two coffers, and at least two chests.

Istrul Tababehal, Inquisitor

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **June 05, 2012, 11:41:51 am**

Quote from: Spinal Taper on June 04, 2012, 04:41:47 pm

Entry Eight-24th of Slate, 1068
I decided that if the vampire will hide from me, I will not hunt it down. There are bigger threats to the holy kingdom of Omon, and I will destroy those first. When I returned to the tower, I dropped the blowdarts I found in the sewer behind.

Ah, we at least have a new item for the museum. It's not a bad idea to leave behind some kind of insurance, in the case of an untimely death. (certainly when you look at our casualty rates so far)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **June 06, 2012, 11:49:37 am**

Some gems to the collection, nice.
where do you plan to go now?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **GrizzleBridges** on **June 06, 2012, 07:43:26 pm**

loving this so far. I think the amount of adventurers that die on their quest make the museum exhibits even more valuable.
Any chance I can get on the list for a turn?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Lightningfalcon** on **June 06, 2012, 11:18:53 pm**

I would like to have the next available turn

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **June 07, 2012, 08:20:51 am**

welcome, I'll update the turn list.

Quote from: Toady one (devlog)

It's time to activate the world now. The overall idea is that entities such as town governments, bandit gangs, criminal organizations, necromancer cults, etc., will have goals and act to carry them out, replacing losses and reacting to your acts as you arise to interfere or aid them, with a generous helping of tension between historical figures frosted with beast antics
.....
These relatively simple setups will give rise to more complicated games as we increase the number of plots and allegiances available for critters. The foundation of an active world which can handle sustained play is the regular advancement of history through birth, death and succession, so we're also going to tackle these early on in the process. More details as we go!

Here's hoping at least some of these changes will be compatible with old savegames.

Quote from: GrizzleBridges

I think the amount of adventurers that die on their quest make the museum exhibits even more valuable.

This is certainly true. While we're on the subject, Spinal_taper, is our adventurer still alive?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Putnam** on **June 07, 2012, 09:09:04 am**

Ooh, I'm in.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Furohman** on **June 07, 2012, 03:29:15 pm**

Really enjoying reading this. Put me down for a turn. It'll be a while, but better to get on the list now rather than later.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **June 07, 2012, 05:37:56 pm**

We may want to hold off on more people joining up. There's already about four months worth of turns (assuming everyone takes a week).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Siraidan9** on **June 07, 2012, 07:37:40 pm**

Quote from: Argonnek on June 07, 2012, 05:37:56 pm

We may want to hold off on more people joining up. There's already about four months worth of turns (assuming everyone takes a week).

Of course a person here and there won't be able to do it, and... jeez four months? There are only eleven pages of replies... Popular stuff this.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Spinal_Taper** on **June 08, 2012, 01:51:00 am**

Entry Eleven
[Spoiler](#) (click to show/hide)
Entry Eleven-24th of Slate, 1068
I left the city. I couldn't take anymore of the casual corruption and poverty. What type of city has no lord or master? I returned to the villages, where they told me of a local bandit gang. That is my next goal, to eliminate those who prey on the faithful.

Istrul Tababehal, Inquisitor
Entry Twelve
[Spoiler](#) (click to show/hide)
Entry Twelve-24th of Slate, 1068
I have slain the bandits. They dared to oppose me and my holy army. We exterminated them like the foul parasites they are. I slew their archers, their warm jets of blood rushing up the blade and onto my armor, staining it a beautiful crimson. I am going to inform the villagers of my joyous slaughter, then see if any more blasphemers remain.

Istrul Tababehal, Inquisitor
Entry Thirteen
[Spoiler](#) (click to show/hide)
Entry Thirteen-24th of Slate, 1068
They told me about a great demon, a Gloom Freak, which has been attacking their people and consuming them, changing them into cursed things like itself. I seek to destroy one of the people it has consumed, as well as another were-creature.

Istrul Tababehal, Inquisitor
Entry Fourteen
[Spoiler](#) (click to show/hide)
Entry Fourteen-25th of Slate, 1068
Hah! The beast tried to defeat me. It charged me, flapping it's black wings as I opened the door, screaming threats and boasts. I said nothing, only held open the entrance, as my horde rushed in. It's once jet black scales were stained with blood, and it fell before my blade and it's assistants. Now it joins them, working with me to defeat the darkness that has befallen this world. I have taken the tools it used to butcher the living. I believe they will make a suitable donation to the museum.

Istrul Tababehal, Inquisitor
Entry Fifteen
[Spoiler](#) (click to show/hide)
Entry Fifteen- 26th of Slate, 1068
The werebeast turned out to be an iguana, and it was transformed at the time. It did nothing. The horde simply mauled it. It is with us now. I am returning to the city, maybe, to save the city, I must destroy the outsiders, to show what happens to those that turn against the Mighty One.

Istrul Tababehal, Inquisitor

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **June 08, 2012, 12:40:03 pm**

No problem, looking forward to the update.
Could you finish your turn in the next few days? we need to keep an eye on the turn limit, with the long list of players that are still waiting.
On that subject:

[Quote from: Argonnek on June 07, 2012, 05:37:56 pm](#)

We may want to hold off on more people joining up. There's already about four months worth of turns (assuming everyone takes a week).

I'll update the list but will keep it open for people who want to join. People can see the long list, so I guess they know what they're signing up for. Also, I know Sappho will start a similar succession game soon. If demand stays high, I guess more people could start new adventure succession games (Feel free to copy/alter the rules from this thread). that should eventually result in a shorter waiting time for this game.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Spinal_Taper** on **June 08, 2012, 08:43:45 pm**

Final Entry
[Spoiler](#) (click to show/hide)
Final Entry- 27th of Slate, 1068
I lie here, bleeding from a dozen holes. A kobold assault upon me has stopped my crusade for justice and the correct path right there. They numbered even more than my undead horde. Their arrows pierced my army's rotting hides and left them to crumble, despite my best efforts to keep the horde at strength. Eventually, only I was left. Even then, I could tell it was over, so I charged them. Many fell before my trusted, blood-christened blade, but the arrows perforating me eventually won out, and I fell. Now, I lie here, awaiting the judgment of the Holy One. I see it now. His blessing. A salvation for all the races, only if they accept it. I hear him speaking! "You, my son, have proven yourself to me.". Yes, this is written in my own blood by the way. It's all fading now. Goodbye, mother, goodbye horde. Goodbye father, goodbye museum. I will see you all again, from the Holy Ones blessed chariot.

And thus ends the tale of Istrul Tababehal.
<http://dffd.wimbli.com/file.php?id=6457> (<http://dffd.wimbli.com/file.php?id=6457>)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **June 09, 2012, 04:24:12 am**

It seems like kobolds in this world really, really hate necromancers. I wonder if it is the same band of kobolds that tore Brewster apart. I need to check legends mode. I've send Siverix a PM.
Edit: it was the same group of kobolds (Shliliplirsnus group, of the Throkoplarsnus civ.). Interesting..

What should I put down as your entry for the museum? the fungiwood blowdarts, or the gem collection?
Edit: I'm going to assume it's the gem collection.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **JagreenLern** on **June 09, 2012, 05:12:25 pm**

Wow. This has been a pretty awesome read. I just registered for the Bay12 forums to join up. I'd definitely like to take a turn. Fit me in wherever.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **June 09, 2012, 08:37:55 pm**

[Quote from: JagreenLern on June 09, 2012, 05:12:25 pm](#)

Wow. This has been a pretty awesome read. I just registered for the Bay12 forums to join up. I'd definitely like to take a turn. Fit me in wherever.

Welcome to the forums!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **JagreenLern** on **June 09, 2012, 09:27:02 pm**

[Quote from: Argonnek on June 09, 2012, 08:37:55 pm](#)

Quote from: JagreenLern on June 09, 2012, 05:12:25 pm
Wow. This has been a pretty awesome read. I just registered for the Bay12 forums to join up. I'd definitely like to take a turn. Fit me in wherever.
Welcome to the forums!

Thanks.

Now who can spot the thing present on both our avatars?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **peter1** on **June 10, 2012, 10:09:40 am**

I will like a turn please. great game!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **June 10, 2012, 01:18:03 pm**

and also a first post... welcome!

I'll update the turn list.

Edit (14-juli-2012): no response from siverix, I'll PM Llamainaspitfire

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Llamainaspitfire** on **June 15, 2012, 10:58:03 pm**

Ah, yes, quick question, Why are all of the files in .dat form?

Am i supposed to just extract all of these?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Putnam** on **June 15, 2012, 11:30:36 pm**

Quote from: Llamainaspitfire on June 15, 2012, 10:58:03 pm
Ah, yes, quick question, Why are all of the files in .dat form?
Am i supposed to just extract all of these?

Extract them all into a folder under your saves folder under your data folder under your Dwarf Fortress main folder.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Llamainaspitfire** on **June 18, 2012, 10:18:01 am**

Journal Entry 1
Spoiler (click to show/hide)
Kamven Ithbiramac, 11th of felsite, 2068
To say the Least, I am poor.
Today i woke up in the fields of my village, right next to someones house.
This was a normal thing, but not an ordinary day.
Since today, I woke up because of two people talking in that someones house about a Museum, where they pay you to bring artifacts or interesting items to it.
Now, the pay part, i like.
So, i walked over to the house, and began asking where i might be able to find items.
Of course, they took this the wrong way and thought i was asking for a Quest, or service from them.
They told me to go to a Place called Bowelshaft, which doesn't seem like a good name at all, and go kill Ini Handlewild, it's about a half days travel, so it shouldn't be that bad, However, they said he was a beastly creature of the night, who is said to only be harmed by Bismuth Bronze.
Then, they gave me another Job to do, which was to go yet another half days travel, to a place called Diedsable the Fated Twilight, To kill Zomuth Creekflickers the Gloom Freak Consort.
the second one sounds like a better Job to do, for now.
I say Goodbye to Thefin Isacleru, And begin my Epic journey, to supply this "museum" With an artifact, or something else.

Journal entry 2
Spoiler (click to show/hide)
As i leave the borders of the city, I look at my Logs, to find that somehow The two Creatures i was tasked with killing, were already dead! So now, i must go back to one of the three cities around me, and State my apparent success.
Instead of going back to my hometown, i instead decided to go find this Museum, where i slept in someones house for somehow two nights, before finally going inside the castle out of Curiosity.
Upon arrival, i find a corpse just outside the main building, and one near the top of the main building.
I then went into the basment, after talking to some Guards who weren't a help at all, And there i stumbled upon what looked to be a mass grave, or catacombs. I walked down a hallway, and found myself being ambushed by a kobold spearman, giving me the reason to think that they attacked the castle.
As i slashed and hacked at the kobold, He was somehow much better than me, and sent me down, bleeding on the ground.
I think about How much of a complete fail this was, on a quest to give something to the museum.
He is now raising his Spe-

The final pages of His journal are coated with splattered blood.
Thus ends Kamven Ithbiramec, the adventurer that never was.

Spoiler (click to show/hide)
As i had expected, this did not last long.
At all.
Sorry about no contributions, I haven't really played adventure in a while, and i was killed before i could even get a direction of some sort.

Turn Download: <http://dffd.wimbli.com/file.php?id=6524>

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **June 18, 2012, 01:34:29 pm**

Another entry to the legends of this world..

I've Pm'ed Argonnek

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **June 18, 2012, 02:12:25 pm**

Alright, now downloading the save. Oh, look, a 1 hour download time... Damn it.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Siraidan9** on **June 18, 2012, 04:25:00 pm**

heh, that's... quite a download time you've got there...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Argonnek** on **June 18, 2012, 05:27:27 pm**

After much snarling and waiting and gnashing of teeth, I finally got it to download. Which version was this played on? It's not agreeing with my 34.10.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Llamainaspitfire** on **June 18, 2012, 11:04:40 pm**

Quote from: Argonnek on June 18, 2012, 05:27:27 pm

After much snarling and waiting and gnashing of teeth, I finally got it to download. Which version was this played on? It's not agreeing with my 34.10.

The one previous was 34.04, i was running 34.11.
The map was made in 34.05
I'm just confused about what it exactly is.
I was using 34.11, though.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Argonnek** on **June 19, 2012, 01:31:19 am**

34.11 worked perfectly, thanks.

Monom âmidthîkut, axedwarf.

Spoiler: 26th of Felsite (click to show/hide)

Journal. Felsite 26.

The daystar rises. I find myself outside of Bembul's house once more. I enter and speak to the pitiful planter. I remind him once more of his status as a bastard child. I remind him of his lack of family. He reminds me that there is a vampire. Eight hundred bodies to its name. Pitiful. The weak are the only ones who die as food. I will remind them what valor is.

I speak with the bodyleech. He speaks of life as death. He is dead, and will be dead. I remind him that he is a leech. Many weaklings hear. The leech speaks his name, which I struggle to recall. The weaklings brawl with the leech. The leech seems entranced with combat. The weaklings will show no valor. I cut him with my axe. The leach breathes harsher. I strike his ankles. His thews are severed. The leech does not stand. A planter has proved his valor. His strike smashes the leech in the skull. The inners are blodded. The leech has died once more. I speak to the planter. He is now a fellow traveller. There is a second planter. He reminds me of another leech. I will remind this leech that there is no place for him.

I find the second leech. He defines life as fortresses. No fotress protects this leech. As before the leech is entranced in the battle while the weaklings pretend valor. A weakling has died. The other weaklings show distress. They are not valorous. The leech has collapsed. I have severed his thews. He is no longer entranced. I hack his skull. There is no movement from the leech. I will end them all. I find a weakling's body. I take his armor and weapon. My fellow traveler will have a chance to fight. He refuses the crossbow. He may yet prove valorous. The planter who followed is no longer with me. He has vanished. He has proved to have no valor.

I crawl into the cave of a monster. The weak say that here lies a beast. I say that they are weak. The beast is a dwarf. A dwarf with no clothing. He claims to be Lor. He is weak. I now have his head. There are rumors that the humans have a house for objects of worth. A head is a mark of valor. I speak to a dwarf of the mace. He joins my trek. We sleep in the forest.

Spoiler: Felsite 27-end (click to show/hide)

Journal. Felsite 27.

The dawn brings a badger. It snarles and charges. I sever its thews. We arrive at the den of another monster. No valor lives in the weaklings. I see a human. He has no home. Once again, the monster has no valor. It has died. I hear my fellow breathe harshly. He speaks that his lung causes pains. I remind him that the beast was an elf, and that there was but one strike to his personage. He looks toward the grass. I look. I see nothing. We travel now to report the death of the "beast." We travel north to the human lands. We slumber in the forest once more.

Journal. Felsite 28.

We awaken to a cougar. It shows no valor. My fellow shatters its skull. It moves no more. My fellow has charged the hippos in the river. He desires to prove valor. There is no valor in suicide. I no longer have a fellow. There are small grey things around me. They scream utterances foul. "Thlobokothlinkis jrisonkis." Kobolds? They have no valor. I take their heads for the house of objects.

I now enter a town devoid of life. I sleep in a house. There are no dwarves. There are no humans. There is no life.

I now remember little. There is darkness. I remind myself that the ground was corrupted. I am reminded that my trophies came back from the dead. The heads bit and tore. I moved across a river. I questioned my own valor. I moved. I wished to see the human house of objects. I did not. A grasshopper woman, lacking life, proved to me that the dead fear not my valor. Perhaps I had none. I am losing metallic red liquor. It tastes poorly. Perhaps the story of Monom âmidthîkut the Gloomy Pleats of Renown is one with no valor. I will sleep now.

Well damn. I expected to last longer than that. Oh well. Here's the save:
http://dffd.wimbli.com/file.php?id=6532 (http://dffd.wimbli.com/file.php?id=6532)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **June 19, 2012, 12:57:59 pm**

That makes it Brewsters turn.

A reminder: you can spend the rest of your week building a fortress, in case of an untimely death.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **June 19, 2012, 06:58:35 pm**

Quote from: Sappho on May 20, 2012, 03:50:57 pm

I would prefer to start with demigods or at least heroes. I don't see any benefit to making everyone use peasants - even demigods have a generally pretty depressingly short life expectancy and a peasant has almost no chance unless really incredibly lucky. Being a peasant just reduces the chances of survival dramatically as well as adding a lot more grinding time to the beginning before you can attempt anything interesting.

Also, turns would go faster if everyone didn't make a fortress after their adventurer dies or succeeds and retires. I think the actual adventuring part doesn't take too long. Maybe we should make a shorter time limit to keep things moving and give people more chances, or limit the number of fortresses that should be made (to save both time and file space - it's already a pretty big save).

In any case, I still think it's fun. I didn't have high hopes for success - adventurer games in general tend not to last too long for me, and half the time spent on them is just spent leveling up throwing and ambushing before I get into any real fights. I'm planning to start up another similar (though distinctly different) adventurer succession game, hopefully this week, if you don't mind me borrowing the idea and tweaking it a bit. I like the idea of adventurer succession games, and it would be good to have more of them around, with different rules and options for each one.

I spent my time at dinnerwandered choking vampire cultists for hours.

Also can I get slot 29? I will just replay my character from before... of course if by that time my character hasn't died of old age... also its still peasants right? Of course I could just make a peasant who can read who is the "child" of my character or grand child... 29 turns is alot of time not to mention with all the years spent in fortress.

Edit: I am going to play with the map on my peasant If I can upload the map before the next person starts that would be amazing... I might just go to my Fortress and see how things go out

Edit 2: Took me 15 minutes to download it I expect in the future it will need to be made into a torrent due to size haha

Edit 3: My character has a dwarf bone crown and gloom freak earring and an amulet
I choose to believe the dwarf bone crown was made from dakost's corpse to honor his sacrifice

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Brewster** on **June 19, 2012, 07:16:21 pm**

Googly! I took two steps and an undead hippo killed me.... gah. Not even worth me setting up a save to pass on. NEXT player.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **June 20, 2012, 01:12:52 pm**

Another short adventure. Without a new download nobody will be able to take revenge on that undead hippo and his deeds will go unpunished.
If no other events have happened that may not be a big issue.

Quote from: Kromgar on June 19, 2012, 06:58:35 pm

Also can I get slot 29? I will just replay my character from before... of course if by that time my character hasn't died of old age...
also its still peasants right? Of course I could just make a peasant who can read who is the "child" of my character or grand child... 29 turns is alot of time not to mention with all the years spent in fortress.

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I choose to believe the dwarf bone crown was made from dakost's corpse to honor his sacrifice

We will stick to the official turn order, especially with the number of people that are patiently waiting. Feel free to play on the map in your own time though, just don't post any spoilers about map features here.

I'll reserve spot 29 for you. You can of course pick up your old character (but not the character of another person). The rules have changed a bit, you can also start as a hero now, but I guess your old character will have better stats than that at this moment.

I've send peregarrett a PM

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **peregarrett** on **June 21, 2012, 01:37:43 am**

Wow, it's my turn already! Downloading the save, but not sure if I'll be able to play today.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **June 21, 2012, 09:43:51 am**

I would like to join! This sounds like fun!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **peregarrett** on **June 22, 2012, 05:12:44 am**

Oops.
Sorry, guys, real life issues ban me from playing now. Drop me a few turns down in list, if possible.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **June 22, 2012, 02:49:19 pm**

No problem, I dropped you a few places, but it's hard to guess how long turns will take. If your turn comes up to quickly let me know.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 22, 2012, 07:23:35 pm**

Got the save. Expect a report soon.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 23, 2012, 02:56:08 am**

The journal of Nine Shovelmurders, Elf

CHAPTER ONE: HOW WE QUIT THE FOREST

14 Hematite: Things have come to a head. Perhaps I was wrong to eat flesh with the dwarven traders, animal flesh cooked on a wood fire. But I cannot help who I am, and I was not born in the tree cities but in the far west, where elves walk with their heads bowed among the conquering men, serving at their tables and eating their leavings.

Nine Niŷatharathi
A medium-sized creature dedicated to the ruthless protection of nature
Her hair is extremely long. She is skinny. Her large-irised dark green eyes are wide-set. She has a high voice. Her narrow nose is short. Her ears are somewhat short. Her head is somewhat tall. Her hair is scarlet. Her skin is pale pink. Her nose bridge is somewhat concave.

My mother was a freewoman, but only in name; she kept the old ways, but when I was a tiny girl, barely breeched, she sold me to pay her debts and handed me smiling to the indenture-agent. (Go! My dearest, this man is a friend and he will take you to a school where you will be with other children! except, no, he was not a friend.) I know nothing about my father but I presume that from him I got my scarlet hair and my temper. At age 12 I took a shovel to milady's lazy-eyed chambermaid for taking my tortoiseshell comb- my only memento of mother, treasured above my actual memories of her.

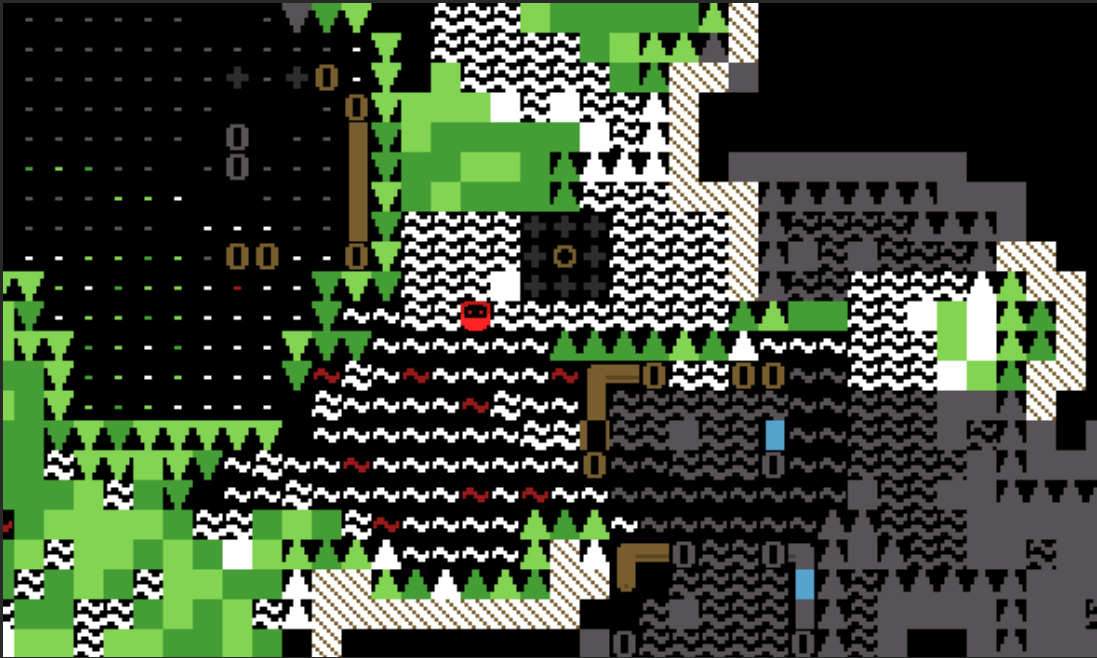
The wretch died and I would have too- an elf's life is in her master's hands, and for an elf to strike a human is death- but instead I was traded again. Not to a brothel, as I had expected, but to a mine. For six years I worked in the tin mines, first tending the animals that pushed the carts, then sorting through slag heaps for the tiny cassiterite gems they call spangles, and finally swinging a pick. Though we elves do not tire as fast as humans do, we are not suited to strenuous work, and it was mostly dwarven captives who broke rocks beside me. From the dwarves I learned to drink, to defend myself, and the rudiments of their language and letters.

Four years later, the mine was raided by the elves who live in the forests south of the Glad Seas, the larger of the two great inland oceans. They were looking for bronze for weapons and armor- the wild elves make no metal themselves- and they carried off all the elven prisoners. But I was not at home with them; their flowing speech was clumsy on my tongue, their moralistic fables seemed inane and their druids' songs left me cold; after a life of hard labor, I became restless after only a few months of leisure. When dwarf merchants passed through our forest I snuck out to greet them- an elf will not speak to a dwarf on the road since they use wooden wagons, but I grew up among the rumble of minecarts and have no such qualms. They said that they were going to Dinnerwandered to sell diamond-inlaid armor and some peculiar bones to a count who cherishes exotic crafts and oddities of all kinds. Perhaps I intended to return and travel with them; perhaps not; but in any case only hours after I returned to the grove, a war band returned bearing the choicest cuts from their hairy kills, and the druids insisted that I either eat with the conquering heroes or face immediate exile

I moved on.

15 Hematite: Dinnerwandered is far to the northeast, I know that much. Travelling eastward, I crossed a wide river and entered a pathless forest choked with stinging plants and strange purple trees. I was attacked first by a band of kobolds and then by a coati that whose clumsy swipes would have been comical had they not instead been rendered horrifying by the creature's rotting stench, exposed ribs and lolling head. I pushed onward, but reaching a rocky and waterless wasteland, I turned north, resolving to travel instead through the open country along the western shore of the Glad Seas.

17 Hematite, Afternoon: Through the heat haze and far off I saw buildings clustered on a low dune overlooking the inland sea. Closer in, it was clear that the hamlet was long abandoned; what timbers still stood sagged from decades of rot. Farther off, elephants trumpeted to one another among the ruins.



I moved on.

17 Hematite, Evening: A few miles along the coast I came to Dwellingclans; again, only ruins, without a scrap of clothing or flake of bone. As I pondered the fate of this village's builders, it suddenly occurred to me that earlier that morning I must have crossed unaware into the Hills of Murdering.



A chill ran down my spine. Night was falling fast. I found the most intact structure, a damp wreck whose collapse had been partly checked by the sturdier wars it shared with its neighbors. Building fires at the two gaps in the walls, I settled in for an uneasy night. No moon could be seen in the sky, and the rising wind rushed through cracks in the walls, whipping the flames into thin ropes and casting foreboding shadows on the filthy walls.

18 Hematite, Early morning: I woke suddenly with the perfect awareness that the wind had died. Around me was blackness and silence; not a star could be seen between the few remaining roof-beams. It was still long before dawn. The fires had dwindled to embers, tiny lines of red light. But there were more than two- outside the walls, other red pinpricks were moving. I leaped to my feet and threw logs on the fire, blowing on the embers to make them light. Suddenly eery howling laughter seemed to be everywhere and a huge grey shape bounded over the walls and fell among my unpacked belongings; stumbling upright again, it unfurled two huge wings and beat up into the air, rising to just above the level of the roof. It was a bogeyman!

I unsheathed my knife and flailed at the beast; my knife met bone but the creature seemed not to notice, and its cruel talons raked my face. Grapping its legs, I tore it from the air; it fell heavily on top of me and I plunged my knife into the monster's belly again and again. My leg was in its jaws and even as its breath faltered it gnawed as though it thought to devour me alive before succumbing. Too late! The creature was dead.



Limping, I set to feeding the fires. The room was filled with choking smoke, but the flames rose as high as I dared let them go without setting the building's sodden timbers alight. The insane laughter was still all around but it had assumed a lower, less frantic pitch- perhaps the brutes had taken the death of their fellow to heart? I heard no wingbeats; looking up, I realized that the sky was lightening. Dawn was breaking, and the bogeymen were moving off flowing into holes or creeping into caves, perhaps; hiding themselves away from the sun's killing light. Suddenly aware of how mortally tired my ordeal had made me, I slipped into a dreamless sleep.

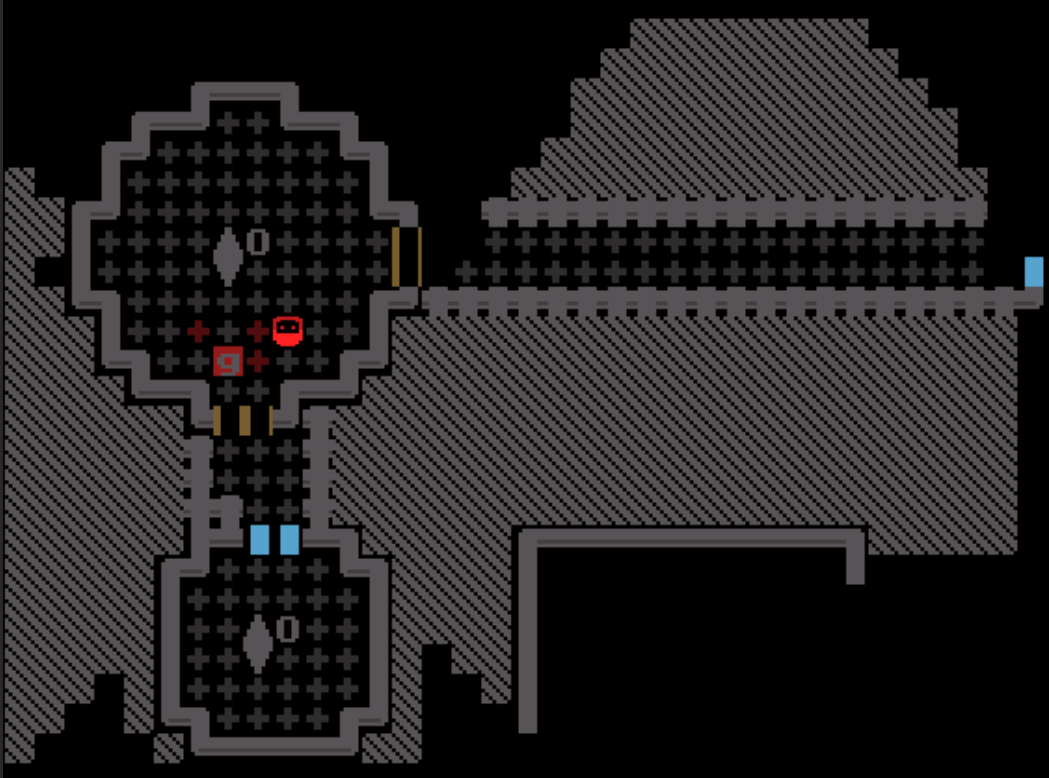
When I woke the sun was overhead and the fires were ashes. The gash on my leg had clotted over, but the leg now felt stiff and swollen. I moved on.

18 Hematite, Afternoon: With no natural outlet, the Glad Seas were never the freshest body of water. Nonetheless, as I moved further up the coast the rotten odor seemed to take on new depths of unsavoriness. Climbing a small bluff, I saw that stretched out before me me a vastbay, ringed on three sides by a town. Rows of low black buildings stretched out in every direction, smoke from cooking fires rose in high pillars in windless noonday air. But there were few such pillars, few fires. No road led me to this city; the fields that I crossed were wild, unplanted and unplowed. This city was clearly dying, but unlike every other non-elven settlement that I had seen, it was not yet completely dead.

The town was unwallled and rose gradually from wilderness that surrounded it. For the first time in my life, I saw stone buildings and paved roads- but the roads were torn up and the stone buildings falling down- crumbling and empty, but not fallen, not a total ruin like Dwellingclans. Dwarven stonecraft? Lifeless, empty; even a few inhabitants would have left footprints, wagon ruts, garbage, but there was none. Every building was empty.

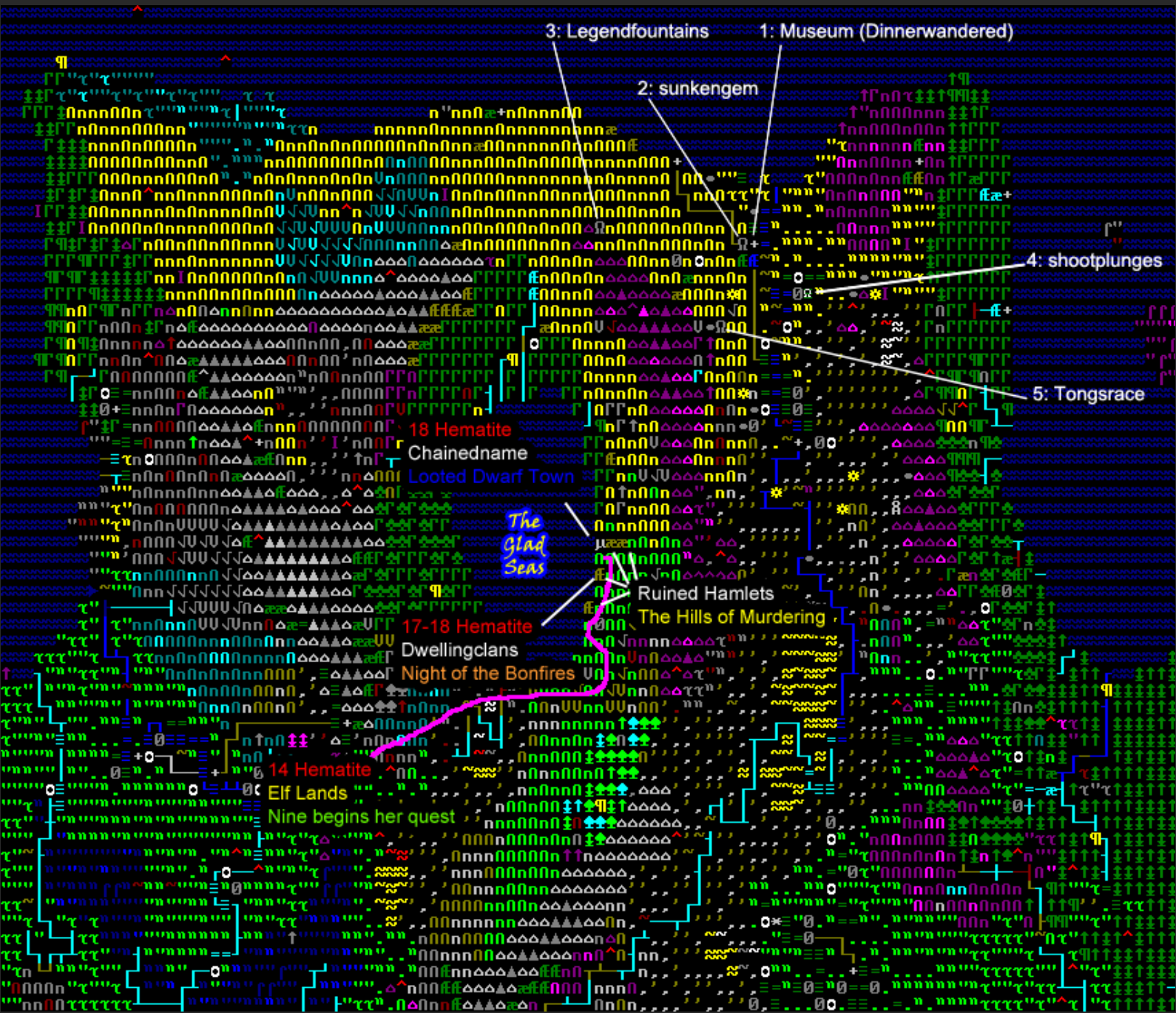
Rising from the center of the wreckage was what seemed to me to be a virtual mountain of black slate- a fortress. Ragged banners streamed from the gates; their markings were unknown to me, but chiseled into the rock were the dwarven runes EKULSIM. Chainedname. The portcullis was raised, and I entered the fortress unchallenged.

Unchallenged, but not unnoticed. On the ramparts, a flicker of motion. I raised my arm and shouted *Lun Babin!*, but received no response. Entering the nearest guard tower (the stench! clearly someone had relieved themselves here in the not-distant past), I climbed to the parapet. A stocky figure rushed to meet me, but not in greeting! What I had taken for a dwarven guard was a goblin thief, and his only thought was to get past me and make good his escape. Seeing that I blocked his path, he drew a knife, and received one of my kobold arrows through his eye for his troubles.



In the keep I found only a few miserable belongings, piles of worn clothing and cheap trinkets that the thief had laboriously picked from the ruins. The fires that I had seen from the bluff were surely his comrades-in-arms, scavengers looting a ghost town that had been sacked and robbed of all valuables decades before. A hatchway on the ground floor of the keep indicated more rooms below, but it struck me that exploring a dark dungeon in a dead city being systematically ransacked by goblins was unlikely to prove fruitful.

I moved on.



Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Lightningfalcon** on **June 23, 2012, 07:38:13 am**

Excellent story so far.
But what sane person would ever go through a place called the hills of murdering?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **June 23, 2012, 09:59:08 am**

The legendary abilities of the museum champions show again.
I Hope Niyazov survives and bring something.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **June 23, 2012, 11:13:06 am**

That's a nice narrative. Here's hoping Nine survives her journey. An elf, but an elf that I don't immediately want to kill.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **June 23, 2012, 02:40:57 pm**

Great story.. even better because a lot of the terrain you traveled is familiar to me, I passed many of those places while traveling south from the museum to Silverywind. Be carefull in the larval starvation desert if you happen to take that route, that place nearly killed me.

Quote
But what sane person would ever go through a place called the hills of murdering?

Those hills stretch all the way to Dinnerwandered, if I remember correctly, the museum is build in the hills of murdering.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 23, 2012, 04:20:43 pm**

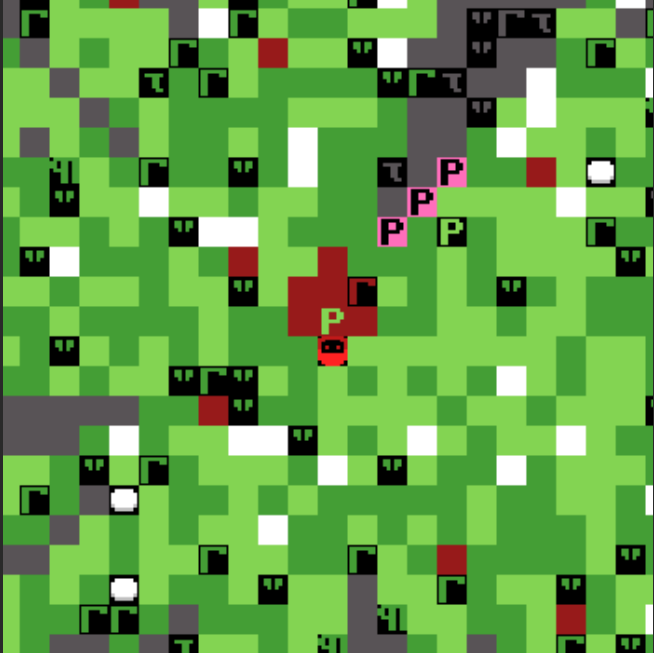
The Journal of Nine Niyatharathi Emeada Athe (Nine Shovelmurders the Eternal Berry of Rock), Elf

CHAPTER TWO: INTO THE NORTH

18 Hematite. Mounted above a doorway as I left the keep was a surprising find- a copper pick, clearly of dwarven make, a relic of some crumbled heraldic display. Its familiar weight is comforting in my hands. Night comes quickly in these parts, and I elected to spend the night barricaded up in a room in the empty keep; it would be some time before I would have a chance to sleep with a roof above my head again.

19 Hematite. Every village I passed was a flame-gutted shell. I felt terribly exposed in this open country, and redoubled my pace. The Hills of Murdering were clearly the site of some horrible conquest in the distant past, although I can only speculate about who the conquerors and conquered might have been. What evidence I saw in Chainedname suggested that this was a dwarven land, although my companions in the mine had held out that no true dwarf would ever willingly make his home above ground. Perhaps these dwarves were not the true deep-dwellers, but some degraded tribe of hill dwarves? If so, did their unnatural way of life contribute to their eventual decline?

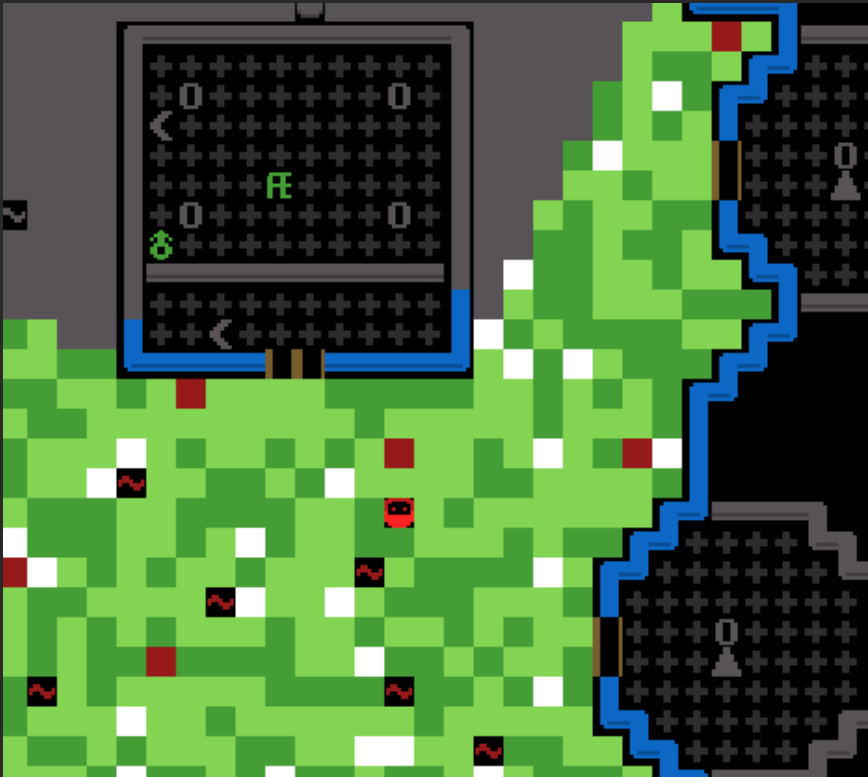
The sand and tall grasses gave way to exposed limestone outcrops and stands of thorny trees. I was entering the Massive Brave Forests, the tropical jungles that skirt the northern shore of the Glad Seas. The birds that circled overhead were huge, far larger than the bogeyman i fought in the circle of flames; their calls strangely deep-pitched, reverberating in throats wide enough to admit a human head. Not for the first time, I gave thanks to my people's secret pact with the beasts since time immemorial, even as I shot one down and gorged myself on its stringy flesh. If animals choose to not flee me the way they do the other races, then that is their business; but if I kill and eat them, then it is their own fault for trusting me. For my part, I will never trust another living soul; never.



I must make camp in on the northern shore of the sea tonight, though it pains me extremely to do so knowing that I may be attacked again. I will build a double circle of fires.

20 Hematite, Morning. The dwarves whose deaths set me on this journey told me that the estuary of the great northern river that flows into the Glad Seas is overlooked by a great castle. I do not know who is lord there, or if it is a gutted hulk like every other dwelling place that I have passed in my journey; welcomed or not, I will lay my head to rest tonight within its walls. I cannot bear the thought of sleeping among these oppressive trees again.

20 Hematite, Noon. The fortress of Honustredac, "Bluntprince", was an impressive sight. Its blue kimberlite walls rose from the forest like a cliff of water, a tidal wave frozen in stone. Frozen in time, too, for this fortress is long abandoned by its human builders; honey badgers root for grubs in the overgrown parade grounds, and great chunks of the masonry walls lie fallen within the dusty keep. If some war or massacre dislodged the princes who dwelt here, I will never know, for they left no physical evidence of their passing. Roaches scurried away before my footsteps as I walked through the empty keep, marveling at the grotesque statues of demon rats, beetles, and forgotten beasts. Clearly the lords of Bluntprince had more savage tastes than the men among whom I came of age.



In a nickel cage near the top of the keep I find a huge cache of clothing and armor. The clothes are faded tissue that crumble at my touch, and the armor deeply corroded. The men who lived here must have been veritable giants; it is all far too large for me, though of exquisite make. I select an iron shield, a shark leather quiver and a waterskin from the pile and sleep soundly among the belongings of dead men.

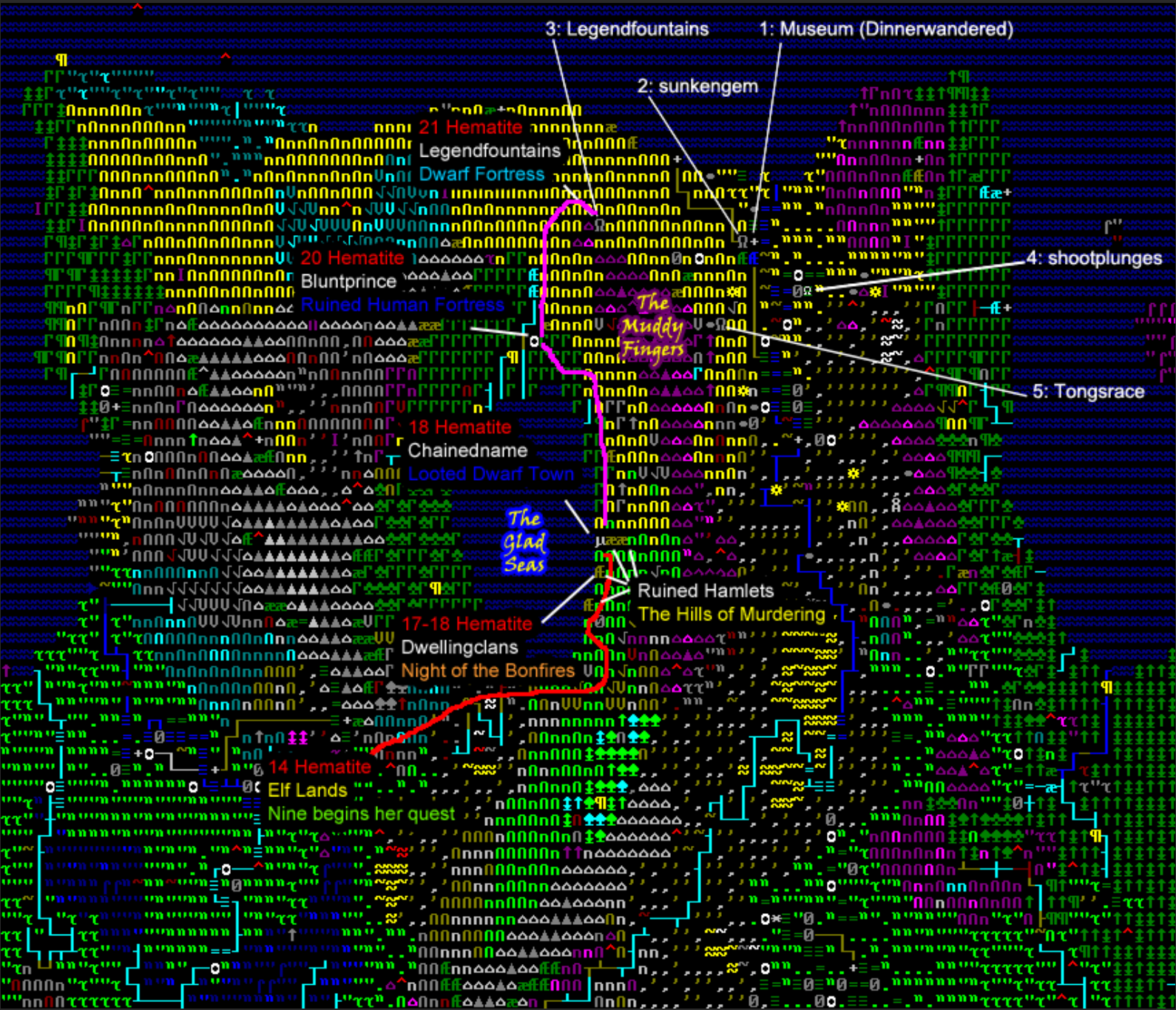
21 Hematite, Dawn: I killed an elephant. I don't know why. Its vast liquid eyes registered only surprise as I buried my pick in its throat. I bound its fleshless skull to my pack with twine and moved on.

I follow the course of the river north, killing animals as I go. I don't know why I do this- perhaps I feel that I must justify myself when I reach Dinnerwandered, that I must present some gift to my host. I hope that the lord of Dinnerwandered likes skulls, since that's what he's going to get.

Soon the forest gives way to grasslands and rolling ridges; mountains rise on the horizon. I have returned to the Hills of Murdering. The high peaks that I see far off are the Muddy Fingers. On the far side of them is my destination.

21 Hematite, Afternoon: I do not like the look of those mountains. On their high peaks I see white cascades, moving improbably slow. Avalanches. I will skirt the mountains to the north. In doing so, I must pass through a dwarf fortress - Legendfountains. The dwarves told me that this fortress is open and welcoming; a friendly stop on their caravan routes. A welcome change, then. Night is falling as I reach its outskirts.





Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 23, 2012, 05:08:55 pm**

The Journal of Nine Niyatharathi Emeada Athe (Nine Shovelmurders the Eternal Berry of Rock), Elf

CHAPTER 3: PATHWAYS INTO DARKNESS

21 Hematite, Evening: The first thing that I notice on entering Legendfountains are the teeth. Hundreds of water buffalo teeth carpet the ground. Unless I have entered into some sort of bovine dentistry, I can only presume that this indicates a pastoral inclination on the part of the dwarves who live here. Livestock skeletons are scattered everywhere.

Two sturdy figures stand by a barrel in a field, apparently oblivious to the carnage around them. I hail them in the dwarven tongue and the urge me to share their ale with them.



The two dwarves are Kol and Vucar, husband and wife and respectively militia commander and captain in Legendfountains.

```
Talking to the Dwarf militia commander Kol Ed  mrithz  m

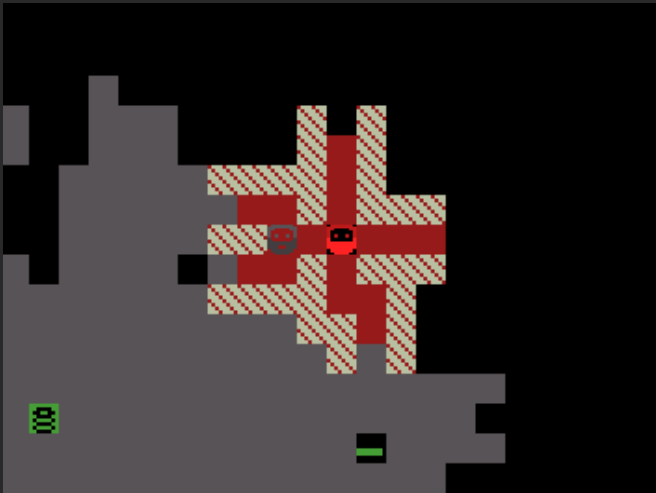
You begin a conversation with the Dwarf militia commander  
Wrestler: Greetings   My name is Nine Shovelmurders the Eternal Berry of Rock  
Kol Ed  mrithz  m, militia commander: Hello, elf   I am Kol Keybulwark  
Kol Ed  mrithz  m, militia commander: Don't travel alone at night, or the
bogeyman will get you  

Wrestler: You look like a mighty warrior indeed  
Vucar Akathgeshud, militia captain: I am militia captain  
Vucar Akathgeshud, militia captain: For thirty of my years, I was a scout  
Vucar Akathgeshud, militia captain: I have taken down one honey badger while
stalking Legendfountains  
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I resist the urge to note that I have killed two honey badgers in just the seven days that I have been travelling, since he seems proud of his accomplishment. I head inside.

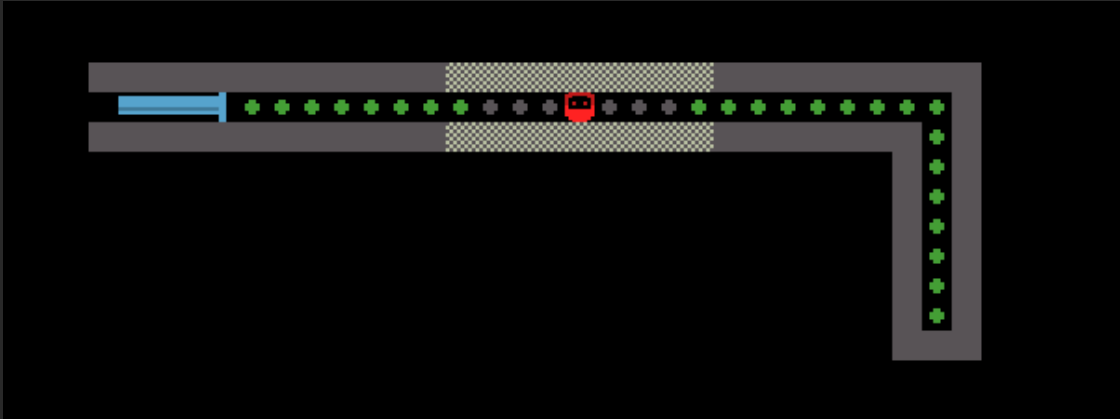


The entrance to the mountain halls is controlled by a small fort. I note approvingly the multiple I drawbridges- clearly, the dwarves of Legendfountains take their safety seriously. Unfortunately, this diligence does not extend to hygiene; in the grassless courtyard I find more skeletons, teeth, and refuse. Beneath the first drawbridge is a maze of twisty little passages, all alike except for the occasional broken barrel or dog skeleton. I am quickly hopelessly lost.



Then I find the dead body. A dwarf, this time. My blood runs cold. What have I gotten myself into?

At the end of the labyrinth is a downward staircase, leading deep into the earth. I descend until I reach a rubble-choked passage, blessedly straight. Suddenly exhausted, I collapse into unconsciousness in the encircling darkness.

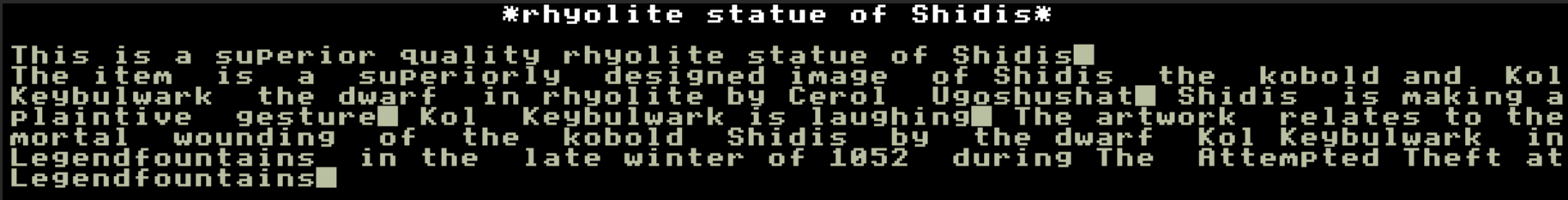


Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 23, 2012, 05:57:04 pm**

The Journal of Nine Niyatharathi Emeada Athe (Nine Shovelmurders the Eternal Berry of Rock), Elf

CHAPTER 4: THOSE WHO STARE INTO THE ABYSS

At the end of the maze I found neither treasure nor peril, but rather a somewhat smallish, disorderly, and foul-smelling fortress. Here I found no forges, no armories, no great works of craftsmanship; the tiny workshops sat abandoned. In the shadows, squatting dwarves giggled and scratched strange figures in the dust, apparently oblivious to me. Passing an empty mason's workshop, I notice several statues in various degrees of completion. Their workmanship was crude and their subject matter universally revolting, revolving around the gruesome slaughter of kobolds.

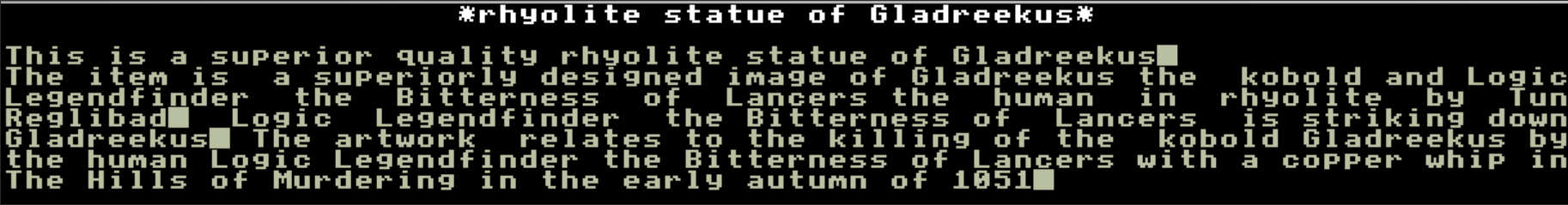


In the darkened great hall, strewn with bones and rotting gobbets of unidentifiable animal flesh, I found a baby playing contentedly with a kobold skull, It gurgled with pleasure as it gummmed the grisly relic.



I had seen enough. I realized what the animal carcasses, the unburied dead, and the filthy warren beneath the entrance had reminded me of- a kobold nest! I had heard of this sort of thing before- of dwarves abandoning their old traditions and taking up those of the kobolds- but had never expected to see it with my own eyes.

The statue in the center of the great hall confirmed my suspicions.



I had heard of this monster before- of the infamous Logic, who drank vampire blood and fought kobolds until his mind snapped and he began to think that he was one of them. Clearly I had stumbled upon a nest of his devotees. These dwarves were not friends, but a sick kobold-cult! I fled into the Hills of Murdering, deeply shocked by what I had seen.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 23, 2012, 09:26:36 pm**

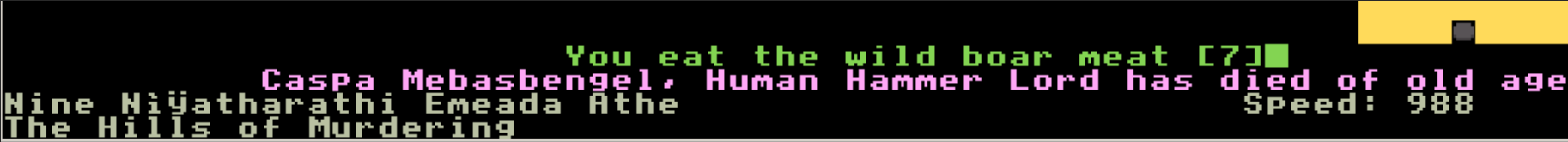
The Journal of Nine Niyatharathi Emeada Athe (Nine Shovelmurders the Eternal Berry of Rock), Elf

CHAPTER 5: THE MUSEUM

22 Hematite, evening: Bodystead is a large port town on the Ashen Ocean, due west of Dinnerwandered. Like everywhere else in this blasted land, it is ruined and empty, but in the keep I saw evidence that other travellers had passed through here before me.



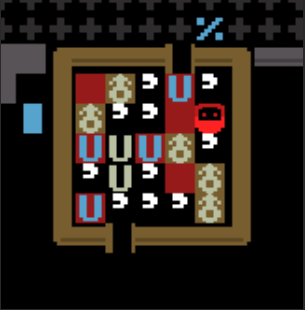
23 Hematite, morning: It seems that this country is not so empty as it appears.



Well, that was certainly memorable. In the ensuing battle, I am struck with several arrows. My lack of armor has become a serious liability, and I resolve to correct this as soon as I can.

23 Hematite, afternoon: I arrived at last in the great city of Dinnerwandered. Though the city has certainly seen better days, in comparison to the other places I've been in my journey it seemed to be in good repair, with comparatively few collapsed buildings or wild animals wandering around.

There were even a few stores open, although I excused myself quickly upon entering this one since it appeared to have recently been the site of some sort of horrible murder.



A guard at the keep surveys me sternly. "If you've come bearing tribute for our lord, you have come in vain; he was murdered several years ago. Before his death, he ordered that this castle be maintained in perpetuity as a museum of curiosities from every corner of the Occult Continents. What have you brought me?



"Animal skulls..." He frowns. "... and this!"



The guards gasp. 'Our lord's masterwork knife! Surely it deserves a place of honor here!" I neglect to mention that I had just found it lying outside. "I am happy to donate everything I have to the museum, yet I still feel that I have not brought enough. If I bring more treasures here, may I have leave to stay in the empty rooms upstairs?" "By all means! Make yourself at home, elf; we get so few visitors these days and the town is emptying out now that Lord Despairdaub can no longer protect these people." "I need armor, armor that will fit me." "There are many dwarven fortresses in this valley. Come, I will mark them on your map. Surely one of them will have gear that will fit your frame."

From the castle armory I select a superb gem-encrusted bronze pick, setting aside my copper one. I will need every advantage that I can get in the days that are ahead. It is clear that these men lack for leadership, and their city suffers for it. At dawn I will leave for Lakelancers, to scavenge for armor and food. I am going to bring this keep back into fighting shape.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **GrizzleBridges** on **June 24, 2012, 04:58:22 am**

great storytelling. I love Nines adventures so far.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **June 24, 2012, 12:02:45 pm**

Anyone knows a good place to get armor? It seems everybody is adventuring in socks.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 24, 2012, 05:48:22 pm**

Quote from: Broken on June 24, 2012, 12:02:45 pm
Anyone knows a good place to get armor? It seems everybody is adventuring in socks.

You can get good human-sized armor in any keep. The problem is that Nine is an elf and human armor won't fit her, so I'm hoping that at least one of the previous players managed to make some dwarf armor.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 24, 2012, 06:18:06 pm**

-redacted-

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 24, 2012, 07:43:45 pm**

The Journal of Nine Niyatharathi Emeada Athe (Nine Shovelmurders the Eternal Berry of Rock), Elf

CHAPTER 6: TIME'S ARROW

24 Hematite, evening. The castle guards jumped at my suggestion that we make a sortie for supplies; their lives have been aimless of late; their general died only last month, and it seems that none of them had the appropriate rank to step forward and take his place.. At the advice of my companions, I have decided that we will first make for Tongsrace, a dwarven outpost in the southwest that was founded within the last decade but has apparently been abandoned for unknown reasons. I am expecting an uneventful visit given that every other abandoned site that I've seen in my travels has been relatively benign.

We pass a battlefield littered with human corpses. Their garb is all the same, suggesting a one-sided slaughter; their dessicated faces are unknown to my companions but their purses are filled with coins recently-minted within the borders of Omon Woge, the realm once ruled from Dinnerwandered by the vampire lord Teshil Despairdaub. Since his death (so my guides tell me), the empire has dissolved into warring fiefdoms

ruled by the emperor's former vassals.



To my shock, the face on the coins is familiar to me- a face that I first saw on a hideous statue in the stinking pit of Legendfountains- the notorious Logic Legendfinder!

Omon Woge silver coins [10]

This is a stack of 10 Omon Woge silver coin. This is the silver currency of Omon Woge from a period of no rule. On the front of the coin is a masterfully designed image of Logic Legendfinder the Bitterness of Lancers the human and humans. Logic Legendfinder the Bitterness of Lancers is surrounded by the humans. The artwork relates to the heroism of the human Logic Legendfinder the Bitterness of Lancers in the eyes of The Realm of Ancients in the late summer of 1051. On the coin's back is a rendition of a finely-designed image of a human. The image is the symbol of The Realm of Ancients, a human civilization.

"Oh, I remember that one", pipes up a grizzled oldster, squinting at the silver coin. "He passed through around 20 years ago, back when the old laird still lived. A very ambitious, active fellow he were, too; he killed the dragon Uslot Flareglows, which pleased the emperor so kindly that he granted him a deed of lands out east somewhere. A fort and a couple of hamlets. Seem's he's setting himself up as a king these days, if these coins are anything to go by." He absentmindedly bites the silver disc. "Adult'rated. Should've guessed. All these petty kings are the same, flash and procession on the outside but no innate nobility, no divine sanction, no ability to command mens' loyalty except for pay- fat lot of good it did these saps here. That's why our general, Komo Gleefulcuts, never pledged to any of them, and why we still guard the ramparts in Dinnerwandered. Komo was a great man- he fought off the werebeast Amxu Spiderdog when she seemed poised to overrun Wandercanyons- but he died of old age only a month before your arrival."

"And you say that your emperor- the cave fish man vampire- had noble, divine sanction?"

"Aye, he were a proper king, that one. The last this world will ever see."

"What makes you say that?"

"The world is dying, bairn; can't ye see? Abandoned cities everywhere; roads grown over and night creatures everywhere with none to put them down. There's no children been born these past 20 years and more, anywhere, except among the dwarves. Men leave their planted fields and turn to banditry, or hang themselves, or make deals with demons, or fall upon their own family members like wolves, biting and tearing. The last with the true noble blood have died and there's none to take their place, and the world will soon pass into another age."

"That can't be true! In the Conderacies of God I saw scores of human and elf babies! And in the forest retreats..."

"Child, I don't know much of the ways of the elves, and I suspect you don't neither, but I do know a little about history. I heard you talking with Vanod last night. You were born among the men in the west, in the Confederacies of God? The queen you named as ruling has been dead some 200 years now, and most of the bishoprics overrun by goblins. We heard of the burning of Budopictham when I was a wee child, and you said you were born there when it was a great city. If what you told Vanod is true, you must have been born around 860-someth..."

"That's mad! If I had lived 200 years I would remember it! I'm only 18!"

"And how many of those 18 years did you spend in the forest retreats, hm? You mark me, child; your kind have foreseen the end; they smoked it long before we did, and they made arrangements that you ken nothing of. When I was a lad we saw the mountain elves pass through Dinnerwandered on their way to the Land of Amethysts, a great procession, barefoot the whole way and harried at every step by the woods-elves. In the forest retreats the wood-elves made a secret pact with some power or other, and time is not the same there. You did right to leave that fools' paradise, but the world beyond the woods will not have much more for you, soon enough. You will never know motherhood, nor lasting love, nor a peaceful death among friends. In another 50 years my kind will all be dead, the dwarves dug under, and the elves locked away from you forever; and if you live, it will be just you, child; you, the goblins, and the beasts of the field until the end of the world."

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Lightningfalcon** on **June 24, 2012, 08:12:09 pm**

Excellent storytelling.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **exolyx** on **June 26, 2012, 10:37:24 pm**

Wow, this is all collectively awesome.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **June 28, 2012, 04:52:37 am**

Glorious, niyazov, plase survive and continue the story.
Dammn, i am growing impatient for my turn, the story is awesome. I just expect not to die in the first ten seconds, like some did.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sarlare** on **June 28, 2012, 11:35:12 am**

Loving this so far, can't wait to see the next entries!

On a side note, what program / method did you use to create that "artistic" map of the continent, Bralbaard? Quite impressive work!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **June 28, 2012, 01:36:33 pm**

Quote from: Sarlare on June 28, 2012, 11:35:12 am

Loving this so far, can't wait to see the next entries

On a side note, what program / method did you use to create that "artistic" map of the continent, Bralbaard? Quite impressive work!

Spoiler (click to show/hide)
(<http://imageshack.us/photo/my-images/84/theportentousdomain.png/>)
I used photoshop (I got a free copy from work). It's an exported map from legends mode, If I remember correctly I mainly fiddled with the hue and levels settings. I selected and edited the ocean in a different layer because the settings that made the mainland look good, messed up the ocean and the other way around.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 28, 2012, 05:31:42 pm**

Quote from: Broken on June 28, 2012, 04:52:37 am

Glorious, niyazov, plase survive and continue the story.
Dammn, i am growing impatient for my turn, the story is awesome. I just expect not to die in the first ten seconds, like some did.

Nine Shovelmurders' journey comes to an end tomorrow...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **June 28, 2012, 05:40:55 pm**

the land of amethysts looks like Australia.
and i cant spell.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **June 30, 2012, 11:37:29 am**

oops, make that this evening

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 01, 2012, 03:20:04 pm**

Any news yet? I'm looking forward to the update.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **July 01, 2012, 06:28:50 pm**

I regret to say that Nine Shovelmurders died a violent, pointless death far from home.

I didn't make a fort.

Here's the save. (<http://dl.dropbox.com/u/21835656/Museum%20Turn%2012.7z>)

Sorry if this was a bit anticlimactic.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **July 01, 2012, 06:49:31 pm**

We don't get to hear the horrible manner in which she was disemboweled? :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Edosurist** on **July 01, 2012, 10:43:21 pm**

O.o
It was going so well...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **July 02, 2012, 04:32:39 am**

We want all the details? What kind of horiible death did she suffer? We HAVE to know. Someone has to loot tonsgrace, after all.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 02, 2012, 01:38:09 pm**

Indeed, what happened?

Also, what is your submission for the museum, If I remember correctly you dropped a dagger and a collection of animal skulls there, I assume the animal skulls are your submission? I'll PM the next person in line.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **July 02, 2012, 02:18:24 pm**

I, too, wish to know what happened.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Niyazov** on **July 02, 2012, 06:13:33 pm**

Quote from: Bralbaard on July 02, 2012, 01:38:09 pm

Indeed, what happened?

Also, what is your submission for the museum, If I remember correctly you dropped a dagger and a collection of animal skulls there, I assume the animal skulls are your submission? I'll PM the next person in line.

There were only one or two animal skulls when I returned there after a brief foray, I'm not sure what happened to the rest. The dagger is my submission, I guess.

Nine and her 10 companions were ambushed and murdered by bandits on their way to Tongsrace. I suspect that they were in Logic's employ, and he took exception to Nine's aspirations to a leadership role in Dinnerwandered.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Lightningfalcon** on **July 02, 2012, 06:14:57 pm**

This world doesn't like adventurers, it seems.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Corai** on **July 02, 2012, 06:15:41 pm**

Quote from: Lightningfalcon on July 02, 2012, 06:14:57 pm

This world doesn't like adventurers, it seems.

Name one that does.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **NCommander** on **July 02, 2012, 11:39:53 pm**

I'm pretty burned out on fortress mode, but I think A mode will be a nice change of pace. To mix it up, I'm going to run as a elf, and hope AT_PEACE_WITH_WILDLIFE will help me in some way.

(and if I die, I'm curious if its acceptable to tweak the raws so I can build a Goblin Tower or Elf Retreat instead of a fortress; it won't affect gameplay, though last time I ran an elf retreat, I did have to add some labors to make it actually playable).

Downloading now ...

EDIT 2: ~~Bralbaard, do you know roughly on the map where you lost the amulet? I'm tempted to try and find it and make sure it makes it to the museum~~ Never mind, found it in the thread.

EDIT 3: ~~The save appears to be corrupted. Won't load in 34.11~~ Scratch that, appears to be a problem with the directories in the 7-zip. Trying to fix. (for the future, can we please avoid 7z files? No offense, but they're a serious headache on Mac/Linux :-()

Ok, I've started my turn, but I accidentally started on the far side of the map (northwest corner), so the beginning is just going to be me trying to REACH the museum.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **July 03, 2012, 12:31:18 am**

It's a long walk from Silverywind back to the museum, but here's some information.

I did a search using the old save, and my memory of the location, and was able to locate my body, I'll post the location below. There is one issue though, it seems the artifact is not on my corpse, nor is the gold crown I collected. I think this is because my computer was highly unstable at the time, causing DF to crash occasionally. I think I must have accidently continued from a savegame after a crash in which I had not yet picked up the artifact, this means the item is likely still in Silverywind. If the artifact is not in Silverywind, I don't know where it is. Imagine how stupid I would have looked if I had walked all the way back to the museum, only to realize I had forgotten the artifact.. :-)
(Edit: there is actually a bug in DF where artifacts disappear in adventure mode unless still in your hands or in the workshop or chest you found it in, so that is the likely cause)

Here is the location of my corpse:

It's fine if you change the raws when building a fortress, as long as you change them back before uploading your turn, and as long as the stability of the savegame is not affected.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **NCommander** on **July 03, 2012, 12:56:14 am**

Quote from: Bralbaard on July 03, 2012, 12:31:18 am

It's a long walk from Silverywind back to the museum, but here's some information.

I did a search using the old save, and my memory of the location, and was able to locate my body, I'll post the location below. There is one issue though, it seems the artifact is not on my corpse, nor is the gold crown I collected. I think this is because my computer was highly unstable at the time, causing DF to crash occasionally. I think I must have accidently continued from a savegame after a crash in which I had not yet picked up the artifact, this means the item is likely still in Silverywind. If the artifact is not in Silverywind, I don't know where it is. Imagine how stupid I would have looked if I had walked all the way back to the museum, only to realize I had forgotten the artifact.. :-)
Here is the location of my corpse:

It's fine if you change the raws when building a fortress, as long as you change them back before uploading your turn, and as long as the stability of the savegame is not affected.

That's ... unfortunate. Not sure what I'll try for then.

Some sick part of me wants to bring your corpse back as an item though it probably rotted away by now ...

Starting as an elf is weird, I didn't start with any food or drink, which meant I nearly died of starvation from the word go (I started in a desert, I got lucky and managed to kill a vulture just before I would have expired). On the plus side, I did start with a backpack. I'll do the first proper update soonish.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **NCommander** on **July 03, 2012, 04:55:05 am**

Journal of Lali Sareveesala, Padfoot:
First Entry





In the years since my exile from the tower, I've made a home for myself on the savannahs in the Whimsical Fields, on the far northwestern edge of the of the Occulet Contentients. Hrm ...

Maybe I should explain first, as whomever finds this won't know my history. I'll flat up and say it; I'm an elf. you know one of those "tree-huggers" that people love to hate. Except, well ... I wasn't raised an elf. You know how goblins love to snatch babies, right? Well, guess what my childhood was like; you know, you are living with your parents, learning the druid ways. Then one day, a bunch of short smelly dudes come, and snatch you away under your parents eyes.

Can't say I remember much of my "first" home, even now, its foggy as hell. Its clear on the otherside of the world anyway, on the Ashen Continent I think; don't remember too much about the trip here. Oh, incase you were expecting "politically correct" elven, think again. I've spent WAY too much with humans to even bother with that crap anymore. Yeah, after the goblins, I lived with the humans. I know, I know, but let me explain.

So when those babysnatchers come, they tell us kids that they're there to save them. You know, from a life of hardship, accidents, you know. They even say they're saving the dwarf youngings from "daycare". Not sure I believe it, but I've heard some DAMN weird things about dwarfs. Hard to know whats true vs. what's not you know?

Right, anyway, on with the story (and no, I'm not a wordsmith by any stretch of the imagination, so don't expect some epic story). So the goblins got me right? They had me hauling goods, playing with the other ones, dealing with accepting the horrors that come with day-to-day goblin life. Then I was traded to another clan, and then again, making long trips across land, across the seas, and through the worst the lands could through at us. Never did see anyone from the retreat after that. You know, looking back, it wasn't all that bad; they never abused me or mistreated me as long as I did what I was told. Even had a few friends, right up until the siege.

You see, the last tower was right on the border with a neighboring dwarven kingdom. And well, after years of being sieged, the dwarves decided that they were going to give the goblins a taste of their own medicine. Pow, boom, down went the front door and 30 angry drunken brutes began slaughtering everything in sight. You might have heard of them so-called 'martial trances?'. Yeah, well, I guess seeing a bunch of kids in rags was enough to send them over the edge. Before I knew what had happened, the militia commander had ordered some of his solders to scoot us up and bring them back to their fortress.

They took back their youngings, and arranged with the humans to send an envoy to bring back their kids. You'd never know it looking at them, but dwarves have some sorta code of honor, even went through the trouble of making sure the other children, you know, the non-dwarven were at least going to be with their own kind. Well, except me.

Whatever corner of the world I was in, there were no elves. We were as far away from any retreat as we could possibly be. I was, what, maybe 10 or 11 at that time. Elves grow slower than everyone else, and in no way in shape to be able to raise me til my adulthood. So they thought, well, aside from being hippies, elves are similar to humans, right?

After a few "offerings", the humans took me with their own back to their town. Don't even remember what its called. I think the idea was to have me travel with the merchants, maybe find a retreat they could kick me off at. That's when I met my human dad, Roger Farnsworth, yeah, I know, funny name for a human. The warlord ordered him to take me on his route til they reached a retreat, and kick me off.

Well, it didn't quite work out like that. Having been separated from elves for so many years, they said the "stench of goblins, mixed with the blood of dwarves and humaned marred me", or some such bullshit. What a stuck up bunch of idiots. Well, Roger, he was a good man, wasn't willing to abandon me, so I became part of the cavern. People came and went, but Roger was with me the whole time, used to say we'll find a place for me yet, and took it upon himself to teach me the ways of the world, how to watch for stuff and the like.

Well, the years went on, and we just kept travelling together. Fortresses, towns, even a retreat or two, it all blurs together. See, elves, we don't have a concept of "old age", we just keep living til something kills us, but humans? They're lucky if they see 100, 110 tops, and Roger was no spring chicken when I first met him. As the years went on, his time was running shorter and shorter. Soon, he was talking about retiring you know? Find a nice hamlet or something, and build a house, right? And we'd live there together, at least until he passed.

Before we built our home though, we had to make one last load, one that would "set you up for life", as Roger said, to the far corner of Occulet Contentients. So we set off, crossing the vast nothingness between Dinnerwandered, and Combinedtrims, a human fortress. Never made it though.

A vampire, Pena Fernutter, had taken to hunting caverns crossing the desert, and set his sights on us. I remember he went through the freaking guards like they were butter. So I did the only thing I could do.

I ran.

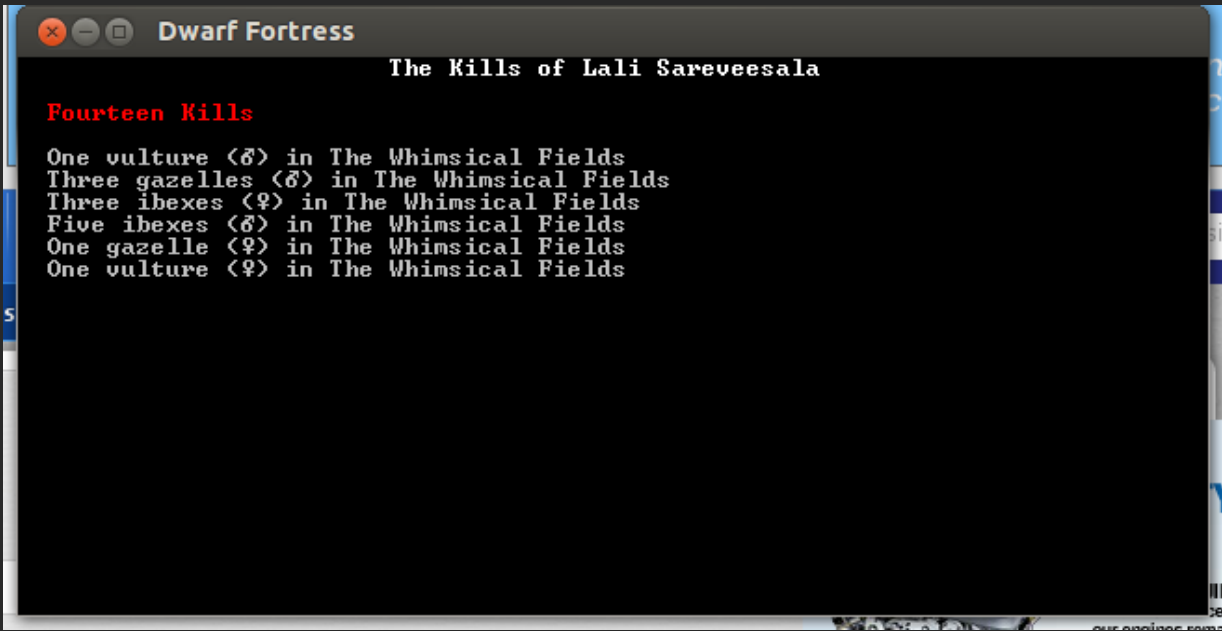
No, I'm not proud of it, but there you have it. Near dead, armed with only a small dagger, and a spear I grabbed before I took off, I made my way across those unforgiving wasted. I had no idea what I was doing at first, but staving, I finally managed to make a kill, and eat something.



Now my elven 'brothers' would claim such an act as barbarian, a disgrace, you know? But you know, in those wastes, I learned something. Its all just a part of life, sometimes you live, and sometimes you become dinner. I chose to live.

I made my way to a hamlet that was supposed to be a stopping point for the wagon, Mirrorstabbed. The local doc helped nurse me back to heath,

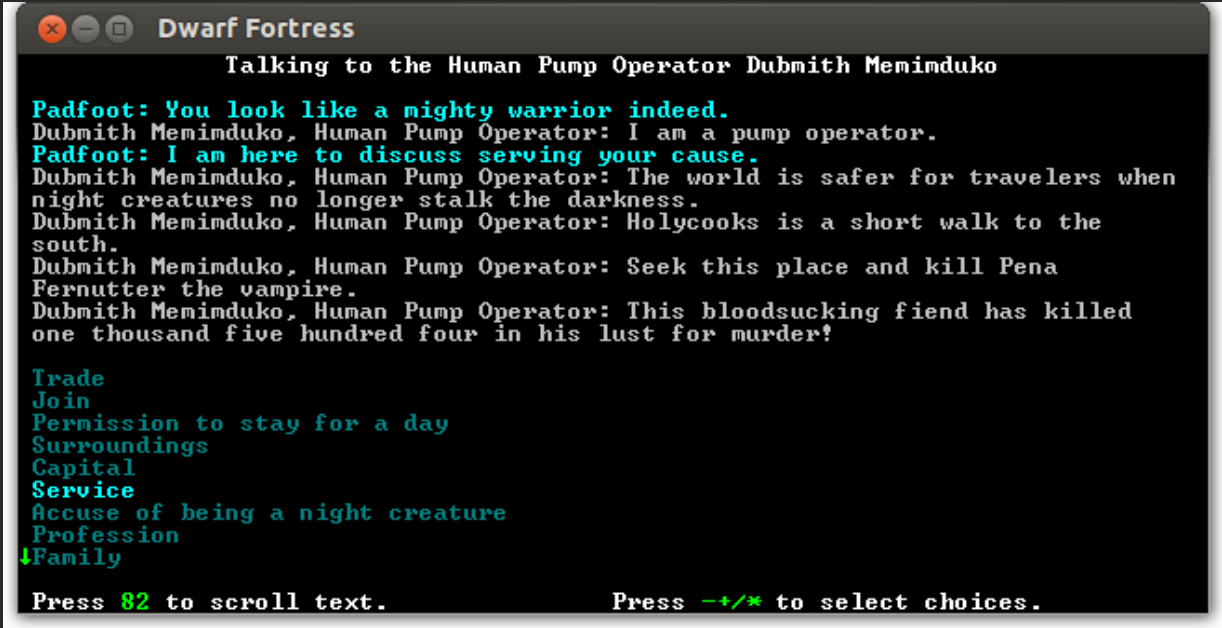
and in return, I stayed, to do whatever I could to pay these people back. Elves are at peace with wildlife you know, so whenever something ugly came along, I'd take care of it.



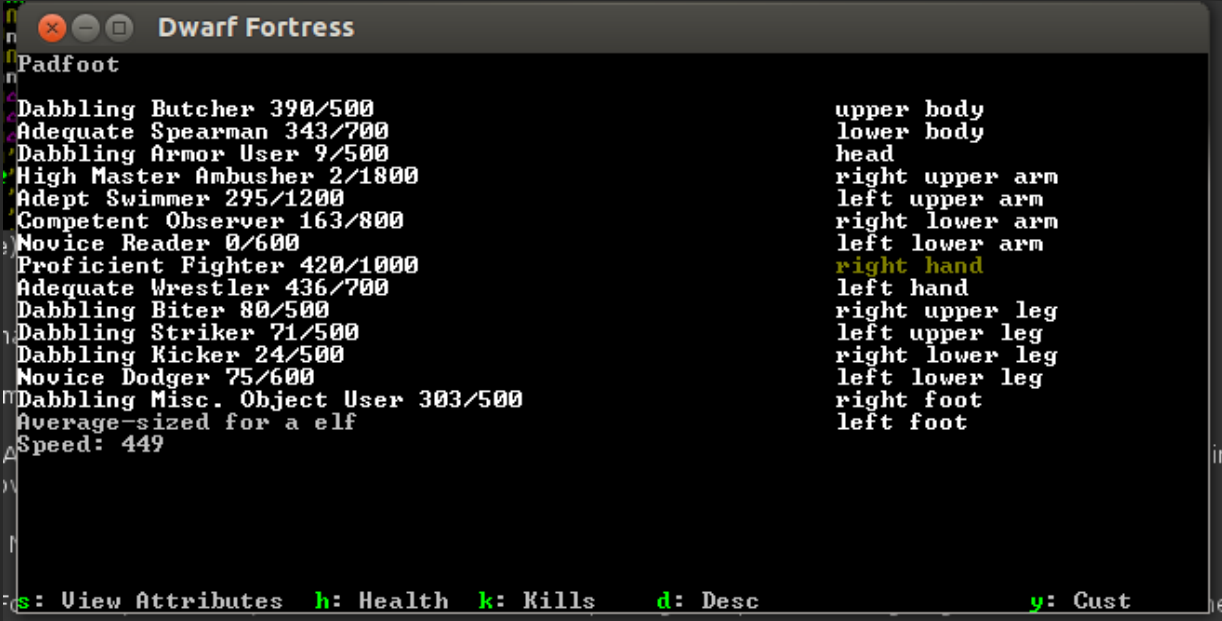
I soon earned the nickname "Padfoot" from them, guess they thought it was funny or something.

Eventually went back into the desert, found Rogers body among the corpses, and buried him on a hillside by the river. Figure he might want to have a view.

I soon learned the truth of the horrors that attacked us ...



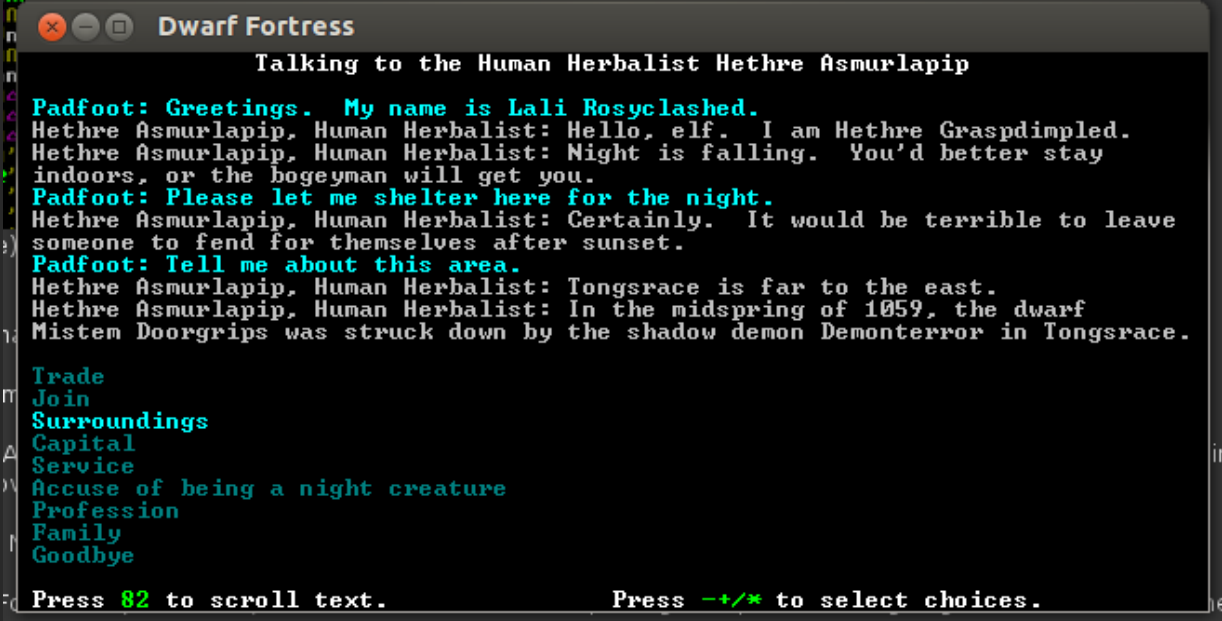
I swore to kill whatever killed us, but I'm no warrier. Just a hunter on the edge ...



Though I must admit, I've learned a thing or two since I ended up here.

Its been a few years since pops died now. And I've started having the weirdest dreams. Not really sure what of, but I feel like I'm being drawn back east. Dunno why, but the damn feeling becoming unshakable.

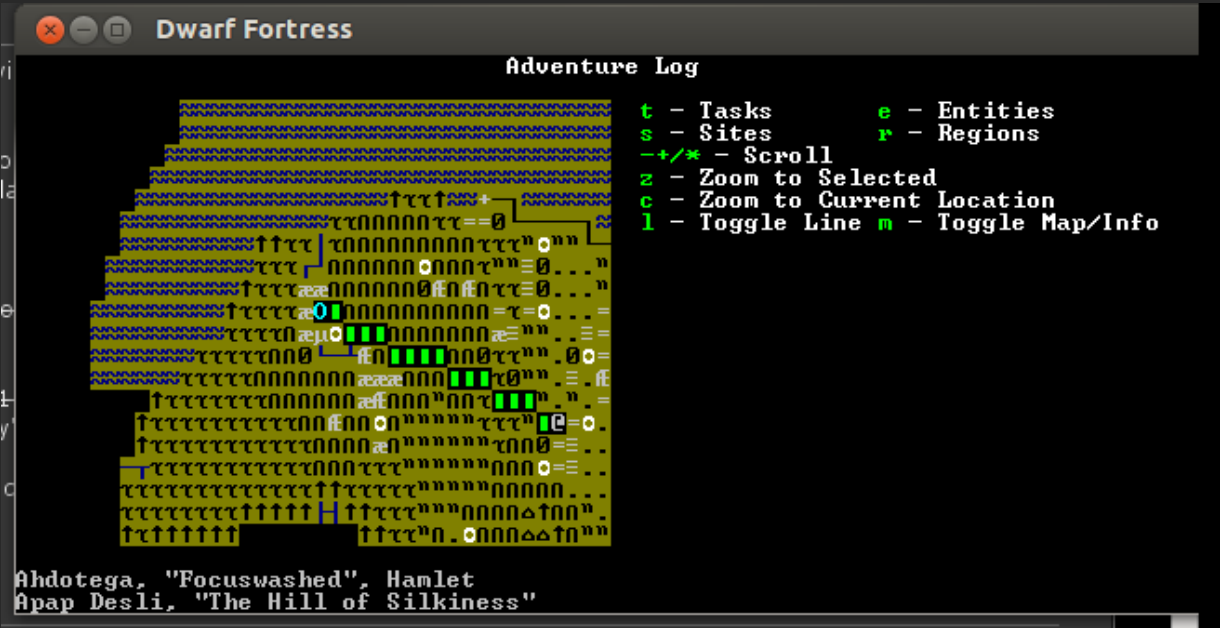
One problem though, crossing the wastes is tantiment to a death sentence. Between here and Dinnerwandereds is a WHOLE lot of nothing. And I thought there was no way in hell I would do it. Except well, fuck, here I am doing it. Or will be shortly. Something tells me that I might find peace, answers, or some sorta nonsense in those far off lands. I've been talking to the few travelers that come through these parts, trying to get some idea what I might find. Eventually, I found someone who had just recently made the trip, and had settled in Mirrorstabbed ...



Tonsgrace. The name sounded familiar; its possible we may have even visited once so many moons ago, you know, me and Roger. Still, the talk of demons gives me pause. The traveler marked it on my map. That is to say, he made an X so far off the map that it might as well been on air.



Still, I'm determined to see this dream, or vision out to its end, whenever it may be. However, to cross the vast nothingness, I need supplies, and I need help. There is a town not far from hear, maybe a two days walk where I can find shopkeepers, and hopefully find vials to store water in. While I intend to walk along the shoreline to prevent dehydration, food and hunting may require going far from the waters edge as we cross, and I best be prepared ...



OOC: I'm not the best writer, but I hope you enjoyed that. Also, Kromgar, what the hell did you do at Tonsgrace! O_O; (I was tempted to explore it, but elves and demons don't usually mix).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 03, 2012, 06:15:55 am**

Sigh, I just got killed by an extremely unlucky hit (seriously, walked in a door, and blammo, one kit KO; lasher took out my brain). No interest in building a fort, but that was seriously anti-climatic, so I guess this is it for my turn.

Didn't get a screenshot of the "you died" message but will write an update up tomorrow. (I'm especially annoyed since I did a fair bit of grinding, but so it goes); I have a backed up save, so I might write up what might have happened in another thread but meh ...

EDIT: Put me back on the turn list please (I rather try again with another adventure since I died so quick but again, meh).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **July 03, 2012, 08:09:09 am**

Maybe we can have a rule that if someone fails their first adventurer, instead of making a fortress they can use the extra time to give it one (and only one) more try? Since the fail rate is so high. Just a suggestion. I enjoy reading the adventurer stories a lot more than waiting for someone to build a fortress.

I'm still enjoying reading this. Excited to see my turn coming back up on the list. I have a few fun ideas. Considering going to visit my old fortress Lakelancers, since no one has gone there yet, but on the other hand it might be more fun to watch someone else exploring it.

Also, I am still working on my own adventurer succession game; sorry it's taking so long but real life is taking a huge toll on me lately. Just now I'm in the USA visiting family so they don't give me a whole lot of time for playing video games. I think I'll probably make the main location considerably less complicated than I was originally intending, finish it up quickly, then maybe start it as soon as my next Museum turn has finished (to prevent being overloaded with two succession turns at once).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **July 03, 2012, 12:08:17 pm**

Sometimes items move for not apparent reason. I just killed a bandit, the I moveaway and come backsome time later.His clothes had moved and where scatered around. So i guess that the amulet is somewhere near the body of Braalbek.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **July 03, 2012, 12:34:38 pm**

Wow, with turns so fast, i will be dying myself in no time.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **July 03, 2012, 12:41:09 pm**

Don't worry; I'll probably get the chance to loot your corpse within a short period of time after your death. :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **July 03, 2012, 12:57:29 pm**

I checked sylveriwind in the save. The amulet is not there. I check braalbark corpse and the surroundings as well, and the amulet is not there neither. Is a mystery ???

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 03, 2012, 01:04:30 pm**

Quote from: Broken on July 03, 2012, 12:08:17 pm
Sometimes items move for not apparent reason. I just killed a bandit, the I moveaway and come backsome time later.His clothes had moved and where scatered around. So i guess that the amulet is somewhere near the body of Braalbek.

That used to happen in old versions, but I don't think items scatter now. Anyhow, I discovered my corpse by embarking a test fortress on top of it. All my normal clothing, including panda leather cloak were there, still on the corpse. The only explanation I have is the game crashes I had, I must have had one after picking up the artifact, the latest save game was probably dated before that. I continued from there and left for Dinnerwandered, forgetting the artifact. Another piece of evidence for this explanation is the fact that the artifact does not show up in legends mode in the current save: it has not yet been discovered.

Edit: Broken just posted before me. So the item is not in Silverywind either? That is strange. The problem is not just the artifact either, I also picked up a gold crown that is not in my corpses inventory..

Anyhow, I enjoyed the story Ncommander, I'll add you for a second turn. Looking forward to the final update, don't forget to upload the save game.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 03, 2012, 01:16:50 pm**

I just checked Niyazov's save game. Mournsaints the ruler-fire of rewards, magnetite amulet, is in Silverywind.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **July 03, 2012, 01:32:21 pm**

Ah, i should have looked more. I just checked the stock page, i didn't want to spoiler anything.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 03, 2012, 02:29:37 pm**

Quote from: Sappho on July 03, 2012, 08:09:09 am
Maybe we can have a rule that if someone fails their first adventurer, instead of making a fortress they can use the extra time to give it one (and only one) more try? Since the fail rate is so high. Just a suggestion. I enjoy reading the adventurer stories a lot more than waiting for someone to build a fortress.

Seconded. Big problem with A mode is that getting armor for non-humans is extremely hard, and is a bit of a luck based missoin :-/

Quote from: Bralbaard on July 03, 2012, 01:04:30 pm
Quote from: Broken on July 03, 2012, 12:08:17 pm
Sometimes items move for not apparent reason. I just killed a bandit, the I moveaway and come backsome time later.His clothes had moved and where scatered around. So i guess that the amulet is somewhere near the body of Braalbek.

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Edit: Broken just posted before me. So the item is not in Silverywind either? That is strange. The problem is not just the artifact either, I also picked up a gold crown that is not in my corpses inventory..

Anyhow, I enjoyed the story Ncommander, I'll add you for a second turn. Looking forward to the final update, don't forget to upload the save game.

Please remember to update the forts location bit on the first page. While I expired, I did learn some interesting information about Tongsrace and its inhabitants.

After sleeping on it, I'm actually going to build a fort (or attempt to).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 03, 2012, 08:12:50 pm**

As it stands, photobucket isn't letting me update the photos for the last update, so its delayed. In other news, Northevil has broke ground, and construction has begun.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **July 04, 2012, 02:30:15 am**

I would like another go at this. *I must prevail.*

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **July 04, 2012, 09:39:32 am**

Woo! Almost halfway to my turn!

Anyone mind if I do some practice runs while waiting? It's going to be a while before I get a chance to partake.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 05, 2012, 01:10:33 am**

Quote from: TomIrony on July 04, 2012, 09:39:32 am
Woo! Almost halfway to my turn!

Anyone mind if I do some practice runs while waiting? It's going to be a while before I get a chance to partake.

I can't speak for Bralbaard, but I believe the general rule was go ahead; have fun, don't post any spoilers.

EDIT: I've been thinking of starting A mode succession game with a similar idea behind it, but an actual goal since the turn list for the museum has gotten nuts (though it goes quick). My thoughts on doing this is tweaking the raws to make elves/goblins/humans properly playable (as it stands, humans mostly work, goblins kinda work (you don't get migrants), elves are mostly unplayable, and logistically, you need some wya to get wood in a elf-friendly way (probably using the enginge Druid class, and a new workshop that has some sorta reaction). (hell, maybe even add kobold as playable :-))

(also, nobles are needed for those races)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 05, 2012, 12:43:56 pm**

Feel free to copy/alter the rules from this game, I would love to see more adventure games.

Quote from: NCommander on July 05, 2012, 01:10:33 am

I can't speak for Bralbaard, but I believe the general rule was go ahead; have fun, don't post any spoilers.

that's correct, have fun!

In other news: I'm moving to a new house over the weekend. Getting an internet connection up and running over there is going to be complicated as I'll have to start from a broken wire in the front yard. Also fixing it does not have the highest priority. In other words, I might be away from the forums for a while.
I hope the game will keep running in my absence, please inform the next person in line if you have finished your turn. I'll update the first page once I am back.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 05, 2012, 03:50:37 pm**

Quote from: Bralbaard on July 05, 2012, 12:43:56 pm

Feel free to copy/alter the rules from this game, I would love to see more adventure games.

Quote from: NCommander on July 05, 2012, 01:10:33 am

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I hope the game will keep running in my absence, please inform the next person in line if you have finished your turn. I'll update the first page once I am back.

I'm still working on my fort, though I'm hitting FPS issues so its taking awhile.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **July 05, 2012, 06:12:14 pm**

Are you using Dwarf hack to cheat? With fastdwarf you can speed things quite a while, and there are some other commands which can help as well. For example, i am planing to use the liquids command to magically create obsidian walls when my turn comes.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 05, 2012, 10:23:58 pm**

Quote from: Broken on July 05, 2012, 06:12:14 pm

Are you using Dwarf hack to cheat? With fastdwarf you can speed things quite a while, and there are some other commands which can help as well. For example, i am planing to use the liquids command to magically create obsidian walls when my turn comes.

I would have prefered to build my fort all natural, but I might have to concede this to build it in the time limit. I originally started playing as goblins (which is how I learned that migrants didn't work), so I reclaimed my fort-in-progress with dwarvens. That being said, I'll probably toggle on fastdwarf now and hope it helps

EDIT: Ugh, so after queuing upa ton of smooth/engrave jobs, FPS dropped to 10. Seems having a lot of queued work will cause a FPS meltdown. fastdwarf on is the only way I'll get this done in time.

EDIT 2: Ok, so far so good. I'm going to post a small construction log as when this place is done, in the ingame world, you'll be able to see it from pretty much any point on the Occulet Contient (assuming the world is flat :-)).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 09, 2012, 02:53:33 pm**

I'm back online, but I will be quite busy for the comming weeks.

Don't forget to return any settings or changes to the raws back to their original state once you upload the file. I'm looking forward to the update, it looks like its quite an ambitious project.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **July 09, 2012, 08:47:56 pm**

I find i little strange that you didn't have goblin migrants. I had played with them a couple time without problems. Maybe you selected a dead goblin civ?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 09, 2012, 11:33:52 pm**

Quote from: Bralbaard on July 09, 2012, 02:53:33 pm

I'm back online, but I will be quite busy for the comming weeks.

Don't forget to return any settings or changes to the raws back to their original state once you upload the file. I'm looking forward to the update, it looks like its quite an ambitious project.

I got sidetracked by RL unfortunately this weekend. I should still be able to finish it, but its 50-50 odds at this point :-/

EDIT: Just to give an idea of how freaking massive this project is, the mountain I'm building on should have collapsed by now :-). (I needed stone. I needed a *lot* of stone*

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 10, 2012, 01:11:27 am**

Quote from: Broken on July 09, 2012, 08:47:56 pm

I find i little strange that you didn't have goblin migrants. I had played with them a couple time without problems. Maybe you selected a dead goblin civ?

Goblin diplomat came every season and left unhappy, and no trade cavarns came out ...

"The Fortress Attracted no Migrants this season".

Incidently, I started a mass engraving project but I'm getting pretty lame engravings :-/.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 11, 2012, 01:18:32 am**

So, I've been playing A mode in the save before I started construction to try and practice somewhat and ...

I had a little incident with a dog that kinda spiraled out of control. Given the objective here is to make an awesome story/adventures, with permission, would it be possible to replace my turn with this guy? :-)

(he's dwarf, started as a peasant, has a copper spear, no armor; I have no desire to step on anyones toes, but we're also lacking awesome given so many adventures die so quickly these days ...).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **JagreenLern** on **July 11, 2012, 06:30:56 am**

I suggest we let NCommander play the badass speardwarf.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 11, 2012, 01:01:37 pm**

That would be unfair to the other players, as they only had one try. I'd say the priority should be to finish your fortress and upload the savegame for the next player. If comments indicate other players really want to hear the story you can post it afterwards.

Quote from: Sappho on July 03, 2012, 08:09:09 am

Maybe we can have a rule that if someone fails their first adventurer, instead of making a fortress they can use the extra time to give it one (and only one) more try? Since the fail rate is so high. Just a suggestion. I enjoy reading the adventurer stories a lot more than waiting for someone to build a fortress.

This is related to the above discussion. if everybody plays two adventurers, waiting times will more or less double, since most people don't build fortresses. I'd rather have a faster succession of players, this means more people will get a chance to play (a good thing with our long list of players). It also means stories will be more varied, as each story is written by a different person. I also really want to keep the fortress building in there, as we will need player created fortresses to keep our slowly dying world interesting.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **July 11, 2012, 01:31:25 pm**

I agree with Braalbard (it has nothing to do with the fact that i want mi turn , damm)
Still, i would like to hear the story of the separ murderer, even if it is not canon.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 11, 2012, 03:19:52 pm**

Quote from: Bralbaard on July 11, 2012, 01:01:37 pm

That would be unfair to the other players, as they only had one try. I'd say the priority should be to finish your fortress and upload the savegame for the next player. If comments indicate other players really want to hear the story you can post it afterwards.

Quote from: Sappho on July 03, 2012, 08:09:09 am

Maybe we can have a rule that if someone fails their first adventurer, instead of making a fortress they can use the extra time to give it one (and only one) more try? Since the fail rate is so high. Just a suggestion. I enjoy reading the adventurer stories a lot more than waiting for someone to build a fortress.

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That's completely fair (I wasn't even intending to post about my trial runs, but the rampage with my speardwarf got silly/awesome hence why I was curious if people wanted to know about it). I'll do a non-canon run with him and post it separately. It doesn't look like I'll finish my fort in time (its gone up 25 z levels, but the FPS dropped to 8 so even fastdwarf isn't enough to speed up constructions). I'll simply do a reclaim on the fort after my next turn and finish it.

t the moment, I'm on an internet connection that's equivalent to dialup so I can't upload the 100MiB save ATM. Expect it uploaded in about 4-5 hours when I get someplace where I can shoot this sucker.

EDIT: Found a starbucks, and crunched the file down to 77MiB for upload: <http://people.ubuntu.com/~mcasadevall/muesum-1074.tar.bz2>

(please let me know when you've downloaded, I need to delete it after its gotten). Use WinRAR to decompress on Windows.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 12, 2012, 03:22:45 pm**

I've updated the map (and send Tehsapper a PM), the zoomed in part including Northevil:

And this is the entire updated map, (large image)
[Spoiler](#) (click to show/hide)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **DrunkenCaveOgre** on **July 12, 2012, 09:55:44 pm**

Is there a limit to the turn list? If not, may I have a turn?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 13, 2012, 09:51:02 am**

There's no limit but looking at the average playing time so far, it may take three or four months before it gets to you. I've added you to the list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **July 17, 2012, 09:31:47 am**

Okay, I'm there and I will use my turn for next chapter of that story.

Sorry for late reply, wasn't playing DF for long time.

Let the story begin!

This journal you just found is labeled "Diary of Sarvesh Ducimvod", and below someone's name is addition: "the Gloomy Gill of Crafts"

"Almost 10 years of relatively peace and quiet. Almost 10 years since my elder sister disappeared in this world.

My name is Sarvesh Ducimvod, or "Worksound". I'm a damn stout dwarf that comes from Controlledbells. As much as I remember my life - I got a loose memory - my life was spent sitting and working in our mountain hall. I was born in a family of farmers that butchered and bred that nasty poult, hence my last name is so. I had about 3 elder brothers and 2 sisters that helped our parents in their job, I was the youngest in the family those innocent times, so I didn't help them much.

After years of goblin assaults and other strange things (my dad didn't want to tell me much about them) invasion, my siblings and parents perished to exist, in many different ways. Urist was shot down while collecting berries outside, Tobul was impaled by a speardwarf that went mad after loss of some relative, Bomrek was accidently smashed down by a floodgate, Athol died of infection and Likot with father and mother... well, I don't know what happened to them. I asked Reg, my only sister left, but she only turned her face away from me and muttered something.

You rarely see a dwarf crying anyway, so I decided to not push the issue. After all, what cruelty could happen to someone a bit closer than everyone else in fort, so even after you shouldn't care about this much, you do cry?

Some human might ask me why I don't care. First of all, that's why we build all these legendary dining halls. When I look at a wonderful chair made by our craftdwarf I forget about what worries me. Because that doesn't matter. Because we give our lives to render something like this real, so future generations of our kin will gaze in awe at this saved wonder. Maybe amassing masterful crafts is the goal of any non-mentally ill dwarf.

Second, I don't really care about anything in this world anyway. Tragedy is too mundane in this world to be something to worry about. If our king would (he and his bloodline is dead long, long time ago) tell me to sacrifice my life for his mandate of dwarf leather sock, I would do this. My presence is too optional, at least I would be useful.

That is what I fear. I fear losing any motivation or point in life. I do work as a farmer, but sometimes when I'm done and I don't have any task, I feel worthless. I feel that I have the ability to do something for our future, but I can't. Maybe I'm too young, ehhh... I forgot how old I am, archives and bookkeeper were destroyed in a strange accident involving giant cave spiders, and the written fact that I was born is found it's rest deep down in our halls. I think that I am about 30-40 year old, a young, but proud and bearded dwarf.

About 5 years ago we moved from our hundreds years old fortress onto surface. It was too ramshackle to live in anymore: cave-ins because of weared down supports, too much of it was "forbidden" zones - zones where civilian dwarves dare not to enter, or they will suffer death or horrible experience. Unspeakable horrors and monstrosities lurk there. And so grand granite doors, controlled by hundred year old mechanisms, of our hall were sealed forever.

Of course, not everyone liked this. Some old and noble dwarves keep telling that it is like betrayal to our dwarven principles and we are no worse than some tree-hugging hippies. But we had to embark away to dig a new glorious fort, because there were no places to dig - our mountain halls were very huge and their tunnels spanned many, many Urist tiles. We had a big chances to break into some forbidden zone and unleash all that pressurized magma or horrors inside, and no one wanted to do this.

I mostly spent my time wandering in forests, hunting and foraging for food. Someday, I found this journal. It was lying near old bones of a human, strangely, it was blank. Dwarves usually do not have an urge to describe their life into some journals, they don't have many events worth describing in their life, except tales of misery and suffering. However, I had. I wanted someone to know that Sarvesh do existed and he was a stout dwarf.

So, when I was bored and had no task, I began to write the diary of my life."

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sprin** on **July 19, 2012, 02:04:24 pm**

I want to make my mark in this world
Give me a turn! Glory and riches will finaly enter your museam!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **July 19, 2012, 02:57:42 pm**

Then I recalled brief appearance of some female dwarf. She was Reg, my sister.

Damn it, Reg! About 10 years ago you disappeared... why did you do this anyway?
Ahh, right. There was some sort of dispute... all dwarves were very excited - that was unusual. I think they were discussing some old as-time-itself fortress millions of Urists to south, the treasure in it and how that treasure is rightfully theirs. But there was some other parts of this story I couldn't recall, so I decided to ask one of our old nobles.

I knew that she's dead anyway. If you are a dwarf and someone close to you dies, you can sense it even if you are many, many Urists away. Humans call this type of bond "magic". One of those days I was messing with turkeys, I felt miserable, like part of your body was severed, even much worse. I immediately understood what happened.

And so, Reg... my last and the only for some years dear soul, where are you resting? What happened to you? We weren't that close because you were a drafted soldier, and I was a farmer. We just haven't got much time to be together.
The urge to wander outside of home rises. I don't think I've ever wanted to do this, but now... the whole world full of surprises and danger is before me. The manager told me enough for me to choose my target: Dinnerwandered. A human capital city that holds dark secrets of magic and history and what's more important - it was that target of my sister, too.

On the next day, I gathered my humble possessions and bought a sword and shield. I had some experience fighting with occasional intruders, like kobold thieves, and I was a hunter for some time. I needed some lads to help me survive the horrors of night, but everyone laughed at this. Nowadays, dwarves don't want to move out of houses much or maybe they just don't trust me. Well, guess that's time to slay some of those insane "werebeasts" and claim myself as a hero the dwarven race deserves.

I wasn't that brave anyway, but it seems right now is time to be worthy. To be worthy of being a new legend, a new tale that elder will tell to youth. A tale of Sarvesh and Reg, brother and sister. It fills my heart with pride.

And so my adventure started. I talked with some experienced warriors about surroundings, and they told me about werebeasts and vampire lairs. When I asked them to join me in evil-purging crusade, they gave me a strange look and declined my offer. Guess they think that getting their arses impaled on birchen sticks is better. "Whatever then" - I said, shrugged and went away.

I decided to go to the nearest human town, which was about in 2 days from there. While descending down the mountains, I shot some flying buzzards by throwing my copper dagger and butchered them. Surprisingly, it gave me enough time to think where my sister could go. Of course, the world is insanely giant and I have small chances to find her... but I want to. I want to explore the world, to see it's beauty and understand what happened with our race, why we became almost extinct.

Rivers. I hate flowing water. I think that's because of some suffered psychic trauma, I was a kid and I was accidently swooped by water on our underground farm into drain and I barely survived. Water, be damned. It was always a deathbringer for our kin: monstrous carps, accidental flood or giant fortresses, dehydration, boredom, shipwrecks and other nasty things. But I had to cross some rivers to get on the other side, jumping is not reliable because I have chances fall in water, become stunned by the impact and drown, ending my epic adventure. So I had to swim though it, getting my possessions wet. And I hate wet things, except alcohol.

The sun started to crawl away from the sky, I was not that far from human hamlet, so I decided to sleep in wilderness. I couldn't sleep for some time, but then tiredness overcame and I closed my eyes.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Edosurist** on **July 20, 2012, 02:22:09 am**

Well, it's looking like I'm going to be away from my computer until the 31st or something... you can bump me back a turn.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **July 20, 2012, 03:19:43 am**

So, given there was interest in my speardwarf and his 45 kills, here's the start of my non-canonical run through the world. I built him as a peasent, with two levels in observer, one in shield user, one in swimmer, and one in reader, and skill tweaks I don't remember.

Led Balallogem, Speardwarf

Eh, figure I might not live to tell anyone my tale, but damn, someone should know. Bloody, I'm still not sure how the hell it went so wrong.

Well, the name is Led for one. I always had a hankering to be an adventurer you know? When I was a kid, I used to pick up rocks and throw them, you know. Always wanted to be a Marksdwarf, living off the land, capping goblins, right?

I got to the point people used to call me a Legendary Thrower, though I have to admit I really have no idea what that means now. I could throw a rock though so hard it could kill some of those pests that occassionally visit Sneakpillars.

That's where I'm from. Though I doubt you've heard of it. Pretty sure when all is said and done, no one will know of it. When I finally turned 12, me dad handed me his old spear, and a hunting knife, and told me to go live my dreams. He passed not long after; black lung from working as a miner. I

wonder what he would say if he knew what happened ...

Anyway, people laughed at me, told me if I wanted to be a hero, I should do some impossible task like kill a vampire with 10 million kills or something. One of them though took pity, and recommended I learn a bit of wrestling; said if I could disarm my attackers, I'd be much better off.

So I did. I started wrestling with one of the roosters. Which was a mistake. The rooster called the cat, and suddenly I was surrounded by a band of menacing animals. I was untrained, but I managed to kill them all before they in turn could kill me. Well, thats what started this entire mess. Covered in blood, Thikut spotted me and called me a murderer. Before I knew what was going on, half the damn town was chasing after me you see?

Well, my dad, he told me once that us dwarfs, we can enter something called a 'martial trance'. I guess that's what must have happened. When I came out of it, I felt stronger than I ever have before, and there was a pile of bodies. I did the only thing I could, and ran into the mountians south, hoping to survive.

I'm hurting like hell, but I'm alive. I may be a murderer now, but I'm sure as hell not going to die like this. There has to be places beyond our little valley where I can go and hide, and start again. Maybe I'll get out of this alive.

If not, then for the lives I've taken, death will be surely the penalty I've deserve. Even if was an accident ...

(I can't upload photos on this link, but I'll edit them in if possible. Since this is a non-canon run, I won't head to any of the fortresses players built except those already explored. Here's my stats though

Dabbling Butcher/Knife User.
Skilled Speardwarf.
Novice Shield User.
Dabbling Armor User
Legendary Thrower.
Dabbling Ambusher.
Novice Swimmer
Talented Observer
Novice Reader.
Adept Fighter
Legendary Archer
Adequate Wrestler
Dabbling Striker/Kicker/Misc. Object User
Adequate Dodger

Average-sized for a dwarf
Speed: 1231

High Strength
Superior Agility
High Toughness
Adobe Average Endurance
High Willpower
High Spatial Sense
High Kinesthetic Sense

Average Recuperatio, Disease Resistance, Analytical Ability, Focus, Intuition, Memroy, Social Awareness

Very Low Creatvitiy, Patience, Linguistic Ability, Musicality, Empathy[/color

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **July 20, 2012, 03:57:01 am**

Quote
I started wrestling with one of the roosters. Which was a mistake. The rooster called the cat, and suddenly I was surrounded by a band of menacing animals.

I love it.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **July 20, 2012, 10:17:25 am**

Damn, I'm pretty busy to write a -story- for my adventurer. Hope I will manage it to Silverywind in my week.

Diary of Sarvesh Worksound, the Gloomy Gill of Crafts, entry 2.

BAM!

...I woke up from a powerful punch into my face. I didn't understand what the hell is happening and was shocked because I just lost a tooth, until I received another punch, this time right in kidney. I quickly took my sword and barely dodged something that rushed near me.

The horrors! They ARE NEAR. Those monstrous creatures (I counted five) were like... like those creeping stalkers that I saw sometimes in our forbidden zones. Their twisted bodies are barely resembling human, with wings and horns. I was paralyzed from fear, I was scared of those horrors that appear and punch you just when you started to take your nap. But I quickly cleared my mind when I received another punch. It's on, motherlovers!

Damn, bogeymans are fast. Or at least I thought so. I unleashed my strikes on them, and they just laughed and fled away with the speed of wind. But I managed to wound one of them and strange filth started to pour from the wound. It burnt the ground when they encountered.

I was handing a planned strike after strike, to no avail - they dodged them. Then I began to plan them even more carefully. One, two, three! My blade goes snicker-snack and severed head of a monstrosity flies away! It's limp body falls and seizes, finally dead.

They were good teachers - every time I made a stupid or wrong move, they "rewarded" me with strong punch or kick, sometimes in vital organs like lungs. And so I became more aware of what I do and how do I strike properly. My body feels more... controllable?

CLANG!

A strong kick in head was just deflected by my copper helm. I feel disoriented for a moment, then charge at attacker and with carefully planned and swift swing at upper body... bisected it. Upper half managed to emit a horrifying scream before perishing away. The fight for my life continued for a very long, almost life-long hour.

Endless retreat from rushing enemies, their disgusting forms and all those missed strikes started to accumulate rage in me. I want to finish this, I want them to DIE. And so, finally I entered martial trance. A state of demigodhood. Time froze, forever. With swift, carefully planned slashes and stabs of my trusty sword, they all fell before me, like cave wheat before a dwarven farmer. When I realized what I've done, I only sheathed my sword and run away, run as never before.

...Finally, I go away to world of dreams. After a hour of panic run, I barely managed to find a human hamlet. They were hospitable enough to grant me a shelter for a night.

Another day comes, I thank those kind people and continue my way to their city, Bakerswalked. Nothing happened on this part, because the city was less than in 3 hours of walking.

The city truly has an appearance of abandonment. Almost all houses are destroyed or empty with sign of abandonment. Some scavenging human figures can be seen, they show no or little interest in me. I head right to the lord's keep, hoping that it isn't abandoned too and I can make some sort of self-presentation of a hero that slays nightmares.

Confirming my hopes, the lord's red banner can be seen flying over the castle. I decide to go in. There were no guards

I see a young and tall human in a noble outfit, and a strange dialogue ensues:

- With whom can I have honor to talk?
- I'm Onu Somehumannameicantrecallnow, human child
- Ehh... what's your profession again?
- I'm twenty four!
- What?
- I'm twenty four!
- Where is your mom, son?
- Over there! - and he points to strange figure lying near him

I cannot believe my eyes - it is a rotten corpse of a human female. I look back at him in disgust, but he doesn't mind.

- What a "pleasant" house you built for yourselves... can I visit that dungeon, be a hero and slay all the beasts for the glory of our two races?
- Certainly, it would be terrible to leave someone without a task to accomplish.
- Good bye then.

I visited those dungeons humans tend to build under their keeps. Strangely, lords and bandits usually tend to co-exist in peace. Maybe there is a link?

I greeted everyone I found in that tomb-like structure, and strangled everyone who dared to attack me. The night incident raised my skills to almost legendary-like levels. I found no treasure worth picking, except some shields. Elder always thought us that the more shields you carry or wield, the more chances of survival.

Then, when I decided to go out in wilderness to find werebeast lairs, I found some sleeping guards on towers. I talked to them about the importance of werebeast-cleaning raids and they agreed to go to glory or death.

Beautiful forest, beautiful singing of birds, however by some reports of local villagers there are many dug-in lairs of werebeasts.

Werebeasts. They are just harmless and deranged creatures, but only on one day they became rabid and possess their real animal form, and so begin raids on surrounding villages that lead to even more werebeast spawning.

They are beyond salvation, we can only kill the evil before it is too late.

- Knock, knock!
- W-who i-is it?
- Oh, it's me, Sarvesh Worksound.
- B-begone!

And a rabid human or olm (how do they live without water?) man jumps right on my iron sword x3.

When I returned victorious to that former shell of a great city, I was greeted like a hero. Interesting feeling. And then, by long and ancient tradition, they bestowed the "nick-name" for me by spouting random stuff that came in their minds.

Sarvesh Worksound, the Gloomy Gill of Crafts. Sounds dwarfy.

Speaking of dwarfness and other positive attributes, we are strayed from our real target: Dinnerwandered. I don't know where is it, so is my two companions and ever living human there, but I recall that it might be right near new-spawned dwarven factory of Sunkengem. We embark, heading there on the next day and remaining part of day is spent buying food for our long trip.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 20, 2012, 03:07:18 pm**

I've never been that successful against bogeyman, this adventurer shows promise..

I've updated the playlist.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Joost66** on **July 20, 2012, 09:46:43 pm**

Could I please be added to the list? Also, can the story be told from a 3rd person perspective?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 21, 2012, 01:43:30 am**

Creative writing is very much encouraged, you're free to choose the whatever style and perspective you like. I've added you to the list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **July 21, 2012, 05:29:54 am**

Diary of Sarvesh Worksound, the Gloomy Gills of Crafts, entry 3.

Have I said that I hate rivers? Yeah, I have. Today, an about 3 Urists wide river appeared on our path. It seems we have to cross it, because one of my companions said that there are other rivers blocking our way.

Ughh, I came near that damned water and stood, gazing in its depth. No signs of hippos or skeleton carp. So I refilled my waterskin and carefully moved into it, swam through it and made it to the other side.

I proceed on our adventure, but sudden quietness of my companions puzzles me. I turn back to check what's wrong and see them helplessly floundering in the water. In one Urist from the safe ground.

I rush back to help them crawl out of this cold and painful death, but it is too late. Too late, their corpses are lifelessly floating on the surface.

- Damn you! Damn you! Damn you! - I yell in anger at that stupid river and threw a large rock in fit of rage.

I'm alone, yet again. I don't want to experience that horrible night again, even if I am a hero with copper helmet on head, so I stood for a while after granting them a proper burning burial and try to recall where I might recruit some ~~body~~ companions.

Ahh, yes. My fallen friends told me about one human fortress that isn't too far from our... well, now mine path. Maybe I will also persuade the lord to stay inside his (I hope) mighty fortress for a night.

The time quickly flies as I make my way through forests and plains. Nothing worth description was found.

When I was at home, I thought I will have plenty of time to think about our future. Future of me and the world, such things. Heh, I caught myself that I mostly care about practical things, like, how to get around that high mountain or shall I cross the river or not. Guess that is because you only think about high and other philosophical things when you have no job to do. Or maybe I'm too old and I've seen enough for this to matter for me? I remember the old tricky question that elder liked to ask us, youth "What can change the nature of a dwarf?"

I always answered "lack of alcohol". And I was right.

The gray diorite walls of the castle can be seen from many Urists in range.

I increased my pace, came to the gates and hailed the guard.

They opened the gates, and I was allowed to proceed into lord's house. The noble human clearly has heard of my deeds and I was greeted like an inspiring hero. He told me that there are enough evil in surrounding settlements to purge, but I politely refused his offers and told about my plans of reaching Dinnerwandered. He was mildly upset that he couldn't hire me, but he agreed to let four men of his guard go with me. I thanked him for his hospitality and kindness and offered that I will do his quests, if I would ever return there again.

I waited for my brand new companions to prepare for our journey, and we went forth, bypassing rivers so no one would drown again.

... "Thradgajgkagjkaga!"

"What was that noise?" - I thought and suddenly armed, but half-naked kobolds jumped out of nearby bushes and trees, surrounding us.

Damn. I yell at my confused companions to prepare for battle, marking in my mind that bowmen are the most dangerous for our party. Four swordkobolds charge at us, arrows fly and manage to wound some of my men. They heroically defend from the first clash, while I go away to struck down bowmen. A spearkobold! He squeaked something as he charged with his spear at me... I deflect his futile strike and he bumps into me, stunned. One quick slash at his head and it's all over for him.

Whoosh!

I jump away from flying silver arrow. That little guy is really afraid, I see that he can't choose between running away or shooting at me, finally he chooses the latter as I approach him. But the arrow is blocked by my shield, and I successfully stab his leg so he couldn't escape from my wrath. The little creature shrieks in pain until I relieve him from his pain, stabbing his head, tearing the brain through his skull. I'm getting used to this.

Meanwhile, my companions finished slaughtering kobolds. They are wounded, but no one gives in pain every single step. We scavenge the battleground for valuables and found nothing interesting, then go away.

"Gahahbagkalgajhak!"

Our quiet journey is interrupted yet again. Maybe they try to vengeance the deaths of their brothers and sisters? I don't know their motives. One companion is shot down right away by iron arrow, he screams and falls down. The others are sort of frightened by this. I carry on and begin to methodically slay attackers, while companions are backing me...

The battle is over. To my deep disappointment, two more of my men were killed in action. The only survived human, Oce Gravecottons was found hiding in bushes, wounded and barely alive. I tend to his wounds as much as I can, grab him and help him to move away. He moans, but keeps on living.

May souls of those brave fighters rest in peace.

We continue on our journey, entering the Desert of Rabbles. A rather spooky place. And when we came to another river to bypass, some strange slimy liquid started to pour down from crimson clouds. Soon me and my friend were covered in that repellent slime from top to toes. It was repellent enough that I couldn't wash it off from me when we ran away in fear of melting or other nasty surprise from this god-forbidden land. But it was good at repelling wasps and mosquitos. Still, I haven't got the will to dare tasting it.

We eventually made it to the southern end of the Prime Crest, our mountains. There must be some mountain forts of our civilization where we can find well-earned rest.

I look at map I found in Oce's backpack and we decide to go to Clashcities, an ancient dwarven outpost. After hours of walking, as night was falling down, bringing doom to lone adventurers, me and Oce stood before granite gates of mountain hall.

A big and fat dwarf greets us at the entrance, where two similar doors can be found. One door is engraved with: "Potashmakers, soapmakers, cheesemakers and milkers", the other one door is engraved with "Everyone else" sign. I fear what monstrous creatures of our imagination can exist beyond the first door, especially in such ancient keeps.

- So, what's your skills - he asked, showing little interest in our personas.
- Uhh, guess we are masters of sword and whip.

He jumps in excitement, obviously regaining interest in us, and begins to tell us abound wonderful +statues+ we can find in their dining halls. Guess they have lack of fine warriors these dark times.

- I think you misunderstood us, we aren't some migrants. We are adventurers. We just came there for a night and we can pay in goods if you desire.

Upset by that revelation, he nods and leads us through long and deep shafts to some sort of dormitory, where other dwarves can be found sleeping. We paid him some coins and went back to our beds. The next day promises to be good.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **July 23, 2012, 07:57:12 am**

Spoiler (click to show/hide)
A quick drawing of Sarvesh, so you guys will have a more detailed description of him.

The time is running out, I don't think I will make it to Silverywind, because I'm busy as hell. Even if I would do that, I won't have time to write a descriptive -story- about the journey.

So I guess I will retire my adventurer somewhere near Dinnerwandered and take another turn. I have a donation to the museum (I will write about it later), so don't worry.

A note to future adventurers: please, do not kill Sarvesh, I still have plans for him :) But if you are going to Silverywind you are free to take him as well and write a story.

Diary of Sarvesh Worksound the Gloomy Gills of Crafts, entry 4.

...I'm awoken by Urist. Usually I'm the first to awoke them and command to continue on journey, but... damn, I haven't slept on a good maple bed in ages. The dwarves that I found sleeping are long gone, the carved in hard granite room holds no one except us. We grab our possessions and enter the labyrinth of dwarven creativity. All those shafts and tunnels, rooms, locked doors - only dwarves and carnivores with strong sense of smell (like goblins or traders) can navigate their way through these mind-confusing webs of passages.

Armok's beard!

I accidentally stumbled into a storage room, that is filled with finest steel armor sitting on armor stands. There are no any signs of wear on any of them, so they are clearly spare sets for dwarven soldiers. The desire to have one is rising, and if no one knows...

I feel like a kid in a booze shop.

I sign at Oce to watch out the entrance here and then start the long process of dressing myself in finest dwarven steel. Entire steelclad set fits me perfectly! I take a look at my new finely-crafted steel gauntlets. They are adorned with hanging rings of citrine and menace with spikes superior quality bandfire opal. Fantastic. I also put a cloak, robe and hood over my new armor to conceal it - who would want anyone to find them on me? My new appearance is meet with mixed reaction. Oce shows no interest in this and clearly wants to get out of this "god-forbidden stinking hole". Urist is a bit disappointed of my "lowly action", but overall deals with it.

...Finally, after a long hour of finding the exit, we found a room with lever and a floodgate. Such situation always spark a big interest in me: who knows, what can be outside the floodgate? Magma? Water? Forgotten beasts? Goblins? Mutilated human wereelves? The list is going on, and the only solution is to pull the lever. I strike a triumphant pose, as my hand pulls the lever, the judge of our fates. No one knows, what we will find there - death or escape, for that moment as ancient dwarven mechanisms crack and boom and the floodgate is lowering...

Sunlight.
Trees, grass and bushes. We have found the secret exit, and we increase our paces to almost running level to get away from this scene of crime.

We were bypassing every river, every river that is deep enough so we couldn't just walk over it. I'm too traumatized by deaths and bogeymen to let another accident happen. And so, our tedious and prolonged because of excessive bypassing adventure was going.

Night. It is full moon, I'm a bit scared of this because I heard werebeasts assume their beast form this cursed time. Also it adds that we decided to

stop in "haunted" forest, they are believed to be full of nasty, disgusting creatures of perverted minds. Eventually, I close my eyes and give in to dreams.

This time I'm awoken by strange crawling sounds. In the middle of night. I take my sword, and quickly tap, then shake my friends to wake them.

- Huh? What? - Urist mumbles as I see a horribly disfigured pack of rotten hyenas. They are missing limbs. even vital organs or parts like heads. No blood flows from their wounds. They smell foul.

- Zombies, that's what! - I yell at them, and it helps - driven by the fear of being eaten alive they prepare to battle before the hyenas charge at us.

I flail my sword around, striking and bashing those foul creatures as hard as I can. They... collapse from my powerful blows. What a anticlimactic fight. Meanwhile, Oce and Urist have finished with them too. Still, Oce got some minor wounds, barely worth noticing.

The rest of the night we spent moving away from this god-forbidden place. And then, when the sun is ascending to sky from it's deep resting place, we see something magnificent.

Massive jungle. And by jungle I mean giant, huge, unbelievable high trees. And endless flowers of any colors, plants, bushes and other thick vegetation around them. Well, I've never been into one - I've spent most of my live deep underground and something high as this... confuses my mind. I can barely stand still when looking at that height. But we have to cross it, to get to the Sunkengem, where Dinnerwandered should be. Anyway, jungle means lots of animals, and lots of animals means lots of food or death. I think I can handle them now. Still, caution is not that thing you should be afraid or ashamed of. So I've spent some time on lecture about why we shouldn't taunt hippos or elephants.

- How that jungle is named, Urist?
- Massive brave Forest.
- Why is it so?
- Uhh, because of some ancient tribe of jungle dwarves - dwarves that abandoned the coldness of mines and moved onto surface. They believed to be very brave and strong warriors, hence is the name for that jungle. But it didn't help them much, heh, they ceased to exist many centuries ago.

...I look at the map I've bought in that human city, puzzled. There must be a river. And there is no river. What a surprise. I look at some pools of stagnant water, that looks awful - it's damn green and covered in insects. It also smells strange. The worst part is that we are low on water, my waterskin gonna be empty soon, with all that heat and humidity. And damned mosquitos, I miss repellent slime covering my body.

We keep moving like this whole day though barely passable terrain - we had to bypass rivers that existed, and if we needed to refill our waterskin in nearby rivers - they just didn't exist. I'm also tired from cutting all those thick as elephant's trunk lianas.

... Until finally, I saw a huge gap between giant trees and flourishing vegetation. I run forth, to experience a nice breeze that comes from...

The sea! Or a lake that is so big so we can't see where it ends. I exclaim that we have found a huge body of water. Urist replies that it's Glad Seas, a huge inland lake. I run to the lake, fill my waterskin with water and drink it. And immediately spew it.

It is damn salty. Damn it, after day long search of damn drinkable water in that damned insect-filled jungle, all I got is a huge, giant lake... that is saltwater.

It is still quite a nice sight, white sand, breeze, tropical forest with rich fruits around, dwarven rum and crab meat roast. A nice retiring place after long, long adventurous adventure.

...It still makes no sense.

Suddenly, I see a huge crab. It is unbelievable giant, Armok's mercy, a third of elephant's size. +Crab meat roast+ instantly makes me forget about anything else. The problem is I'm as slow as a turtle, and this miracle of nature can escape into traitorous water, and I won't dare to enter it. An idea flashes in mind. I take one of my trusty shields, and throw it at the crab with all might I have. The spinning shield hits the crab with loud crack as we charge at it.

That's a damn huge stack of crab meat. It will feed us for many, many days. We still have to move away from endless rivers that meet the sea there. And so, we are returning back into inhospitable, endless jungle.

But before this, I made some marks on my map. We are getting closer to Dinnerwandered, but it is still a long way.

[Spoiler](#) (click to show/hide)

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Bralbaard on July 23, 2012, 01:46:26 pm

Ah, that map is very helpful.
DF worlds are huge, it took me ages to walk from Dinnerwandered to Silverywind.
I'm going to attempt to continue my last adventurers story with a new character on my next turn, so I might end up travelling to Silverywind as well, if you're ok with that. I'll put you up for another turn as well.

I'm looking forward to the rest of your adventure.

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Tehsapper on July 25, 2012, 10:50:03 am

I did this. I made it to the Silverywind and back as a necromancer, making my way through endless swarms of kobolds. I'll wrap it up in a story a bit later, and here is the save so anyone won't be held because of this.

<http://dffd.wimbli.com/file.php?id=6709>

There were two
[Spoiler](#) (click to show/hide)
well, three if we count that my adventurer was finally killed by kobolds when I fled to that human city where his sister was killed problems:

1) First, I did returned the Mournsaints the Fire-Ruler of Rewards - a magnetite amulet - to the Dinnerwandered, but when I dropped it on the table, I noticed that I can't pick it back. It can be seen through (l)ook, but cannot be picked up and in fact it is invisible on screen. I also remember that when I picked it up I've seen that a copy of it still could be seen lying in that bin.
2) Second is that when I visited Bralbaard's corpse in hopes of finding another artefact that I had in Silverywind, his and bandit corpses were raised as zombies because he was apparently killed in a terrifying biome that still has that nasty ability of raising any corpse even in adventure mode. I decided to kill it, because it would be unloaded in abyss, forever and there won't be any ways to retrieve his corpse. So, I had an idea to grant him a nice resting place as any decent hero or warrior deserves. His corpse and possessions can be found in a shrine in The Tomb of Heroes, that is located near Hotivory, a lair. And near some human hamlet with "Ivory" in it's name.
I hope I haven't changed your plans much :) And I'm sorry if I did.
[Spoiler](#) (click to show/hide)
I still have a save when I have encountered his zombie but haven't started attacking it yet.
If anyone wants, you can reclaim it and build some more tombs and have proper burial to other slain heroes of our museum.

So, my character brought:
1) A collection of golden crafts from dwarven settlements: a masterful gold crown from Lakelancers, two masterful gold rings and a golden coin from Silverywind.

- 2) 2 serpent woman eggs, brought from her lair.
3) A whole set of masterful leather armor, human sized.

And Bralbaard brought (it counts that he did it, as it will be written in the story) the Mournsaints, the Fire-Ruler of Rewards, an ancient magnetite amulet from ruins of Silverywind. It is believed that it holds immense magical power, including, but not limited to killing people, attracting kobolds and invisibility.

Last thing, I wish to be removed from the turn list because I've already done what I wanted to do and I currently have no ideas for adventuring.

Have fun!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **July 25, 2012, 12:13:48 pm**

I believe this means it's my turn? Downloading the save now. I'll try to be quick this time so other people can have a chance to play.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 25, 2012, 02:37:25 pm**

Quote from: Tehsapper on July 25, 2012, 10:50:03 am
I did this. I made it to the Silverywind and back as a necromancer, making my way through endless swarms of kobolds

You made it to Silverywind and back, despite the kobolds? That's amazing (and quite a long distance trek), kobolds seem to really, really hate necromancers, I believe they have torn apart all our other necromancers without much effort.

Quote from: Tehsapper on July 25, 2012, 10:50:03 am
1) First, I did returned the Mournsaints the Fire-Ruler of Rewards - a magnetite amulet - to the Dinnerwandered, but when I dropped it on the table, I noticed that I can't pick it back. It can be seen through (!)ook, but cannot be picked up and in fact it is invisible on screen. I also remember that when I picked it up I've seen that a copy of it still could be seen lying in that bin.

That is odd.. Are you sure it's not under the table? I just dropped those tables there, they're not constucted and behave as regular items, other items can end up under them. I believe someone posted a fix for that somewhere in this thread, I'll take a look at it later. What is still odd is that you could not pick it up.

Quote from: Tehsapper on July 25, 2012, 10:50:03 am
2) Second is that when I visited Bralbaard's corpse in hopes of finding another artefact that I had in Silverywind, his and bandit corpses were raised as zombies because he was apparently killed in a terrifying biome that still has that nasty ability of raising any corpse even in adventure mode. I decided to kill it, because it would be unloaded in abyss, forever and there won't be any ways to retrieve his corpse. So, I had an idea to grant him a nice resting place as any decent hero or warrior deserves. His corpse and possessions can be found in a shrine in The Tomb of Heroes, that is located near Hotivory, a lair. And near some human hamlet with "Ivory" in it's name.
I hope I haven't changed your plans much :) And I'm sorry if I did.
Spoiler (click to show/hide)
I still have a save when I have encountered his zombie but haven't started attacking it yet.
If anyone wants, you can reclaim it and build some more tombs and have proper burial to other slain heroes of our museum.

So, my character brought:
1) A collection of golden crafts from dwarven settlements: a masterful gold crown from Lakelancers, two masterful gold rings and a golden coin from Silverywind.
2) 2 serpent woman eggs, brought from her lair.
3) A whole set of masterful leather armor, human sized.

And Bralbaard brought (it counts that he did it, as it will be written in the story) the Mournsaints, the Fire-Ruler of Rewards, an ancient magnetite amulet from ruins of Silverywind. It is believed that it holds immense magical power, including, but not limited to killing people, attracting kobolds and invisibility.

Last thing, I wish to be removed from the turn list because I've already done what I wanted to do and I currently have no ideas for adventuring.

Have fun!

So you build a fortress as well? I'll try and update the maps and other posts with all the new information. I'll use mournsaints the fire ruler of rewards as your submission for the museum. As for all the extra stuff you brought: I guess we should claim the second floor of the museum as well, all the secondary submissions and trinkets should go there. When my adventurer gets to the museum I'll try and clean the place up a bit.

I'm looking forward to your story, make sure you post it, it must have been an epic journey.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **July 25, 2012, 03:33:10 pm**

I think the problem with the artifact is a result of... a bug with artifacts. They seem to have problems existing properly, and all sorts of weird shit happens revolving around artifacts. In early 34.x it was impossible to carry them out of the fortress, or something like that. They'd disappear from your inventory, and the only place they could be picked up was the workshop they were created in. Which sucked if the workshop didn't exist anymore. It was a hot topic for the "Many Fortresses One World" game because players would want to have fun with artifacts that then cause massive problems because of silly bugs. I think it was Spish that did the bit of testing that identified the issues, but I'm going off of a really crappy memory here.
Apparently, though, that's been partially handled.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **July 25, 2012, 03:40:43 pm**

There were similar bugs with books when they were first introduced, if I remember correctly. Those were fixed and I always assumed that artifacts were fixed in the same release, but apparently there are still some lingering bugs.

For now we just have to imagine them as highly magical items that defy reality in many ways. It seems we can more or less store them in the museum, that is good enough for now.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **July 27, 2012, 03:01:43 pm**

Diary of Sarvesh Worksound the Gloomy Gills of Crafts, entry 5.

Someone rustles leaves. We immediately stand still and shut our mouths.
An iron arrow flies near us, kobolds are falling down from nearby trees, stunned and ready to be killed. Prepared enough this time, it doesn't take much time to kill them all, one by one. I don't think that we are checking their lifeless bodies for fat loot anymore. This still raises some question about their sanity and why they want us to be dead.

...Oce runs forward, and stares at something in disappointment.
- Hey, Sarvesh - he turns to me.
- What, Oce?
- I think we are moving in circles on the same path, all the day!

Well, he's right. I think I can see cut lianas, our extinguished campfire and trampled leaves too.

- And what do you suggest? I can't see anything except damned trees in this god-forgotten ill jungle!
- How about climbing up a tree so we can overview our position?

Good idea. The problem is that I'm not that agile to climb up a big, tall tree.

- What are we, some bearded tree-hugging elves? That's not how REAL dwarves orient! - Urist exclaims, excited. Then he pulls out an axe from his backpack, moves to the nearest tree and starts furiously cutting it.

The tree falls down with loud crack, hitting other and pulling them down too.

BAM!

I shudder as trees fall down around us like a house of cards, with muffled but powerful shatter. Some animals flee away from this scene in fear. When it's all over, Urist climbs on the end of the fallen tree and peers into the distance. I wish I could do this too, but hell, I'm too slow in this steel armor. Perhaps someday I will regret this.

- Land! I???see???savanna? s??? trees, ???palms? - snatches of his voice can be barely heard from above.

I reach out in my backpack for my trusty map and look at it closely. So, a barren savanna-like land? It cannot be The Fatal Wastes, so...

- It can only be Hills of Murdering! - I shout as loud as I can so he would definitely hear this.
- Hope???! ???tired ???jungle!

Then me and Oce wait for him, as he descends down, barely not tripping over on one of branches. And we move on together, in the general direction of Hills of Murdering.

What a rather heart-warming name. Hope there will be less murdering when we will arrive than there were when this blood-soaked land was named.

Just as I think this thought, I can sense the familiar smell of cave fish. It stands out from luscious flowers and smell of wet timber.

This can only mean one: kobolds. And when I realize that, they have already fired their bows at our position, without any harm for us. We unsheath our tools of war and charge at those creatures, slashing, stabbing, striking their heads off. Some more tricky kobolds do manage to escape in the darkness of jungle as we were busy killing their brethren.

Honestly, I don't want to kill anyone. It's just their fault that they hunt us with unending passion. After all, a real dwarf always will protect himself, his family and friends. Our greatest heroes will be always remembered for all those deeds they have done to stop invaders from slaughtering their relatives, sometimes sacrificing themselves.

I suddenly remember that stupid tradition that gave me that stupid title. The Gloomy Gill of Crafts. Heh. A smile appears on face, Urist looks at me, puzzled:

- Cap, what ye' got so funny?
- Remember how heroes got their titles after their successes?
- Aye, they asked folk for them, and there is a long tradition that they tell heroes what came into their minds first.
- Don't you think you guys deserve a funny nick-name too? We killed enough kobolds to be defined as inspiring trio of heroes.
- Heh, you are right, cap.

I stand up, climb up the nearby rock and strike the most triumphant pose I could strike, then face my friends and proclaim:

- Oce Gravecottons, I bestow the title of the Greater Periwinkle of Blizzards upon thee, for thy cold and keen strikes that claimed lifes of our foes. And Urist Containedtorch, thou art the Faithful Growth of Charms, for thy faithful service to humble and innocent folk of this realm. May your deeds be known far and forever be achieved in tales of our races.

They fall down, laughing at this pompous and mannered speech. I feel a bit offended, but then shrug it off and laugh with them.
- Hey, I like it! - Oce exclaims.

...We spend the whole day trying to get out of this forest. And when we encountered yet another river, I hear that someone is snorting loud in water. And then a pack of hippos starts to run away from us in fear. Driven by primal instincts of dwarven kin, Urist sets off and starts to chase them.

- No Urist, stop! - I yell at him, trying to stop him from this madness. A swift kick to the skull and your life is over, that's how hippos, elephants and horses dealt with us.

But it is too late. He manages to catch a hippo off guard and hacks its leg with his axe, sticking it in a huge wound. Warm blood starts to erupt like water from aquifer.

We run to help him, because hippo became enraged and started to try trampling him in ground, but Urist got quite skilled in recent fights, so he dodges slow and raging animal without much trouble and deals even more strikes on it. The hippo roars in anger, and tries to head-butt him in vain. As I make it to the creature, Oce have done the final blow to the head. We butcher the body and take the meat, because we are low on it.

I woke up from pain in my lower body. As I open my slipped eyes, I see kobolds attacking us. Again.

Also I saw a big silver arrow stuck in my left rib. It still puzzles me how it could made it through iron mail shirt I had.

I barely stood up, threw a huge chunk of hippo meat at that bowkobold, heard a loud slap as I masterfully hit him in head so hard so he dropped his bow.

And passed out from this world.

Into another world, full of horrors and weird dreams. I saw a dragon that burnt the ancient, thousands year old halls. Fire, that burnt down our kin. A girl is crying as her mother sacrifices herself to save her daughter from blazing hot flame, in last attempt to save our generation, our race.

...When I'm conscious again, I found myself safe and sound in the heaven of our camp. Urist and Oce look concerned, as I manage to stand up.

- Cap, you are a damn lucky dwarf. These nasty bastard could hit ye hard, 'ya know.
I look at them with sigh of relief, I'm back. With friends.

The left rib still aches, but not that painfully as it was.

I can see that we are getting close to the end of this damned jungle. I command them to increase our pace (what makes no sense because I'm the slowest as a steelclad), as we move through decreasing vegetation onto a huge vastness of dry grass. Some occasional palms can be seen stucked everywhere.

- Hills of Murdering! - Urist says.

Finally, we are no longer in stiffening, almost claustrophobical jungle. I can feel wind playing with my beard, as we move on without much trouble. No longer we have to cut everything in our path, there is no obstacles. As a result, we moved much greater distance per day.

The abandoned dwarven outpost Legendfountain lies right on our path. We decided to stop there to find something worth our interest.

What we saw is rotten carcasses of cattle and domestic animals. And barrels, ghostly scattered all around the defensive building. I check one of them.

Armok's beard, that's dwarven wine! I haven't drunk alcohol for a good 2 weeks, but it seemed like eons passed since I had some. Happy dwarf is moving twice faster as a normal dwarf. We brought that barrel with us, since it could hold about 40 Urists of water, efficiently dealing with all our water problems for long time.

Another day passes, and I check the map again. Today, we gonna finish our journey. Today, we will arrive at Dinnerwandered.

Honestly, I haven't thought before what I gonna do after we shall do this. Perhaps settle down? I don't want to, peasant life is not for me anymore. Sitting in a wooden house in middle of ruins and only caring about how to amass enough food for next day... that's not for me.

Maybe return back? But then why I did all this great distance and suffered great danger in first place? To just casually return back to my previous life? I haven't seen everything, and I want to.

The problem is that I don't know what to do next. I need a goal. I remember why did I come there - to find any records of my sister death or existance. But... somewhere deep in my mind I understand there is too small chance to accomplish this. I think that I have more chances to bite a dragon's head off. How can you find someone you love in this world of unending death and horrors, so no one cares about anything anymore? It's like trying to find a specific grain in a granary.

Lords are too symbolic, they hold no real power. Only fear rules this realm.

I can only hope I will find my next goal there. Being without job means being useless for me. And I don't want to be useless.

And so we reached old gates of Dinnerwandered. This city looks less abandoned than other I encountered, but still - a big part of it are ruins. There are signs of some recent attacks, rotten corpses can be seen lying by roads. No one cares, apparently.

We head forward to the lord's keep, the keep of dark secrets. I heard many strange rumours about this place that magnets all adventurers and magicians from all of the world. Including me.

The guard greets us without much amazement. Seems he is used to strange visitors. Also he have many scars from all the fights he had, apparently guarding the priceless treasure. I can only shudder to imagine what that brave soul have seen.

He asks if we have any contribution to the museum if we want to proceed. I open my backpack and reach out for truly masterful leather armor set that I have encountered in my journey. I've never seen anything like this - good sewn armor that doesn't hinder movement nor too thin to not protect from stabs. Also they are tastefully decorated - I know sense in such things.

The guard, the only keeper of this place, accepts our gifts and leads us into the room.

Many marble tables can be seen built there, with many strange items on them. Like, dragon eggs? Hell, I doubt I would ever see anything like this in my life. I even feel ashamed of my pityful contribution.

Heh, I think I have found my new goal: bring something better there.

As he shows us those items, I decide to ask him a very important question. That might change my life and destiny.

- I want to ask you one question. It seems you are there for a very long time. The problem is that I try to find my sister, that I lost 10 years ago. The only coordinates she provided me is that she were going to come here. Have you seen a female dwarf, with heliotrope eyes.
- Ten years is a large period. Many have came there and many left, many died. Let me think...

He stood there, thinking, and I look at him in anticipation. An anticipation of my destiny. Of my goal.

- No - he cuts my hopes - I have not seen a single female dwarf there.

I seem to be upset by that revelation, so he decided to joke a little:

- Do they have beards? If yes, I might mistook her for some other... male dwarf
- No, they don't.

An awkward silence. I decide to break it with pretty straight-forward request:

- So, speaking of your duty, can I have access to your wide library of books? I have some interest that needs to be piqued.

He chuckles a bit as I say "wide". I don't get the joke though.

- Yes, of course you are... Just don't even dare to steal any of those "wondrous" books, right?

His sudden sarcasm in his tone puzzles me. Was it just rumours about dark secrets there? His facial expression seems to confirm these doubts.

... I walk in the large library hall, picking books at random. Most of them have stupid titles, like "Could This Be Dwarf?" and just rants of some insane necromancers about many, many topics. How everyone should die to embrace their the only future, meet the immortality and other stuff. The others are quite interesting: they describe many places, like ancient tombs, dungeons, cities and hidden mountain keeps. One of them had a big list of ancient dwarven settlements, humans are good at archiving what they want to archive.

So, Silverywind. Some snatches of some memories flash in my mind. Right, Reg. She definitely wanted to go there, but the problem is that she would visit Dinnerwandered for... confirmation or blessing of their vampire tyrant leader? Hell, I don't know. Maybe she could just go straight to that city.

Maybe. This is the key word. Too many facts are based on assumptions, not vice versa. Assumptions can drive your away from safe road to deadly desert.

I begin to read anything related to Silverywind, but I can't find much. The only link in other books is Mournsaints the Fire-Ruler of Rewards, a magical artifact lost somewhere in ruins of Silverywind.

Though, I recall that there was a lost expedition there, about 15 years ago. Could they find it? And even if they did, have they lost it to some nasty incident? I need to check.

Plus I am confident that there is cool enough ancient treasure in that ice keep to be worth bringing there.

But then I found other book. "Musings on Immortality", it was named. Immortality. A chance to do your goals without having to worry about dying of old age before getting there. Heh, I can only dream how long it would take for us to get there.

And so, I opened the book and began reading.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Sappho** on **July 28, 2012, 05:53:29 am**

I've got the first part of my new story ready, but I think I'll hold on to it until we see how Tehsapper's tale ends.

Oh, goodness, it seems my story is getting very long already. I'll start posting pieces soon, tomorrow I guess. I hope you're all ready for a much longer read than I gave you last time!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Sappho** on **July 29, 2012, 03:39:40 am**

Okay, since I'm not sure how long Tehsapper will take to get his whole story up, I'll start posting mine. Since it's so long (and still unfinished) I will put it up in pieces.

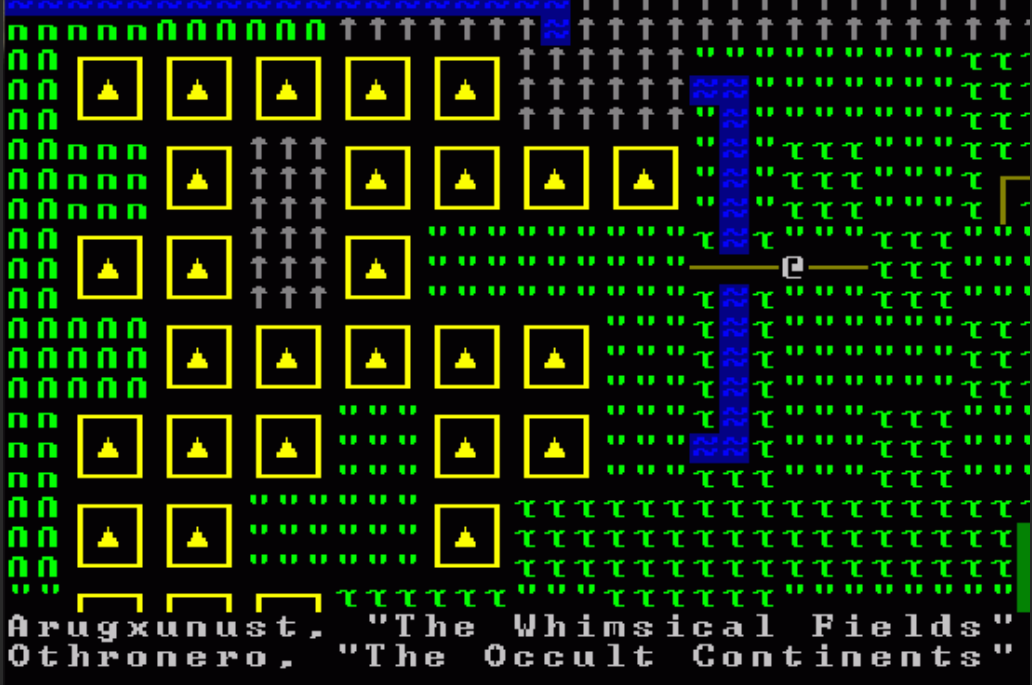
Spoiler: Part 1 (click to show/hide)

My name is Mong Ladgi, and they are after me. They have been since the 5th of Felsite, 1075, a date forever burned into my mind as the day I made the one foolish mistake which cost me everything.

Have you ever seen a tomb? I have. I have seen far too many. Near the hamlet I come from, Inchreleases in the far west of the continent, there are many tombs. The rulers of old must have had a great deal of extra wealth and manpower to produce such incredible structures, and in such numbers!



At least, that's what I used to believe. Sheer human strength and force of will produced these innumerable monuments to the great leaders of our past. In fact, there were so many of these things less than a day's walk from my home that a curious young woman such as myself couldn't possibly stay away forever.

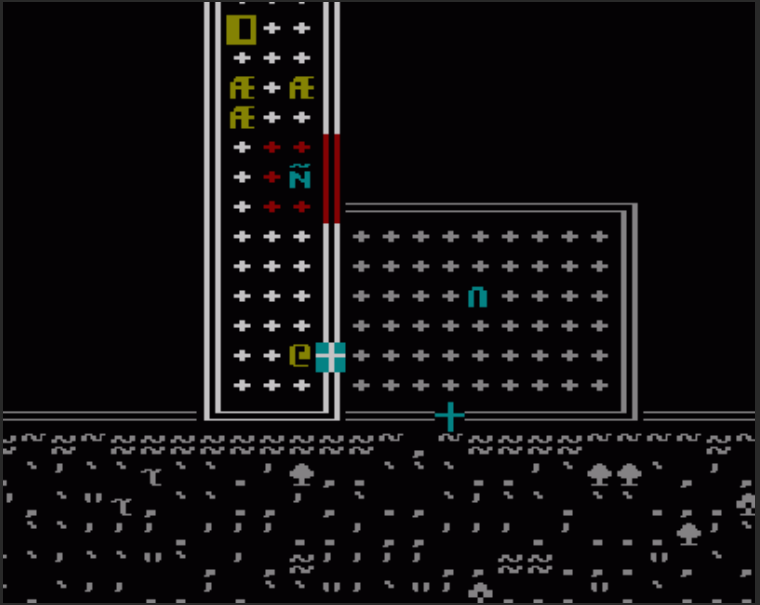


All children are warned by their parents to stay away from the tombs from the time they are old enough to crawl. They are spooked with tales of bogeymen and the walking dead which curse any who dare profane their resting places. Most people take the hint, keep their heads down, and focus on their own little lives. Would that I could have remained one of the blessed oblivious! But among the young people there were whispered rumors of treasures hidden away in these tombs, just sitting there waiting to be claimed. I was headstrong. I had decent fighting skill, a fairly-trained member of the local militia with quite a good quality iron sword at my side, and I wasn’t afraid of any ghosts.

I should have been. The undead are not simply a tale to frighten young children into obedience, as I once suspected. They are very, very real.

I picked the lock of the nearest tomb and crept inside. It was dim, but I was able to make out some sort of slab in the center of the room. I could see there was writing on it, but I never did learn to read. I carefully pushed open the nearest door. Still nothing but silence. But it was a strange sort of silence. The silence of something waiting. I told myself it was just nerves. I told myself I wasn’t afraid.

The floor was scattered with old boxes and bags. Carefully I opened up a box, stunned by the incredible treasures within. Gingerly I picked up brilliant bronze chain shirt. It looked to be just my size, as well! But before I could make another move, it appeared.



It was hideous, and though I knew myself to be well-hidden in the shadows, it strode towards me even without eyes. I dropped the shirt and I ran.

Now I knew that these tombs had not been built by human strength and ingenuity. The dead who lay here entombed, but not still, possessed powers far beyond our comprehension. I had disturbed one of them, and my trespass, however innocent, would not be forgiven.

I could feel malice emanating from all the tombs and pyramids around me. Fear crept from my heart all the way to my fingers and toes. Nightmarish images filled my imagination, and I ran to the nearest hamlet.

All I wanted to do was run, but slowly I regained most of my senses and determined a course of action. I couldn’t stay here, that was certain. I had to get away. I had no money. Just my sword, a basic set of patchwork armor granted to me as a member of the militia, and a bit of food and drink. I could see only one way out of this cursed region: I would become an adventurer.

They came through now and then, taking quests from the locals and eliminating the occasional threat, keeping the spoils from each of their conquests. Their goal was fame and fortune. Mine was simply escape. I approached a farmer and inquired about any possible service I might provide.



Forty-seven. He quickly rattled off the names of forty-seven undead creatures living nearby in the tombs and caves. His eyes glossed over as he spoke, as though his words were not his own. It was Them, I could feel it. They were calling me back so they could consume my soul!

Finally his expression returned to normal, and almost as an afterthought, he mentioned a camp of bandits not too far to the east. Bandits! Yes! I would face these bandits, eliminate their threat, claim their treasure as my own, and use my newfound wealth to make my way away from here. I knew there were dwarven settlements to the north, and other human civilizations further to the east. I would make my escape!

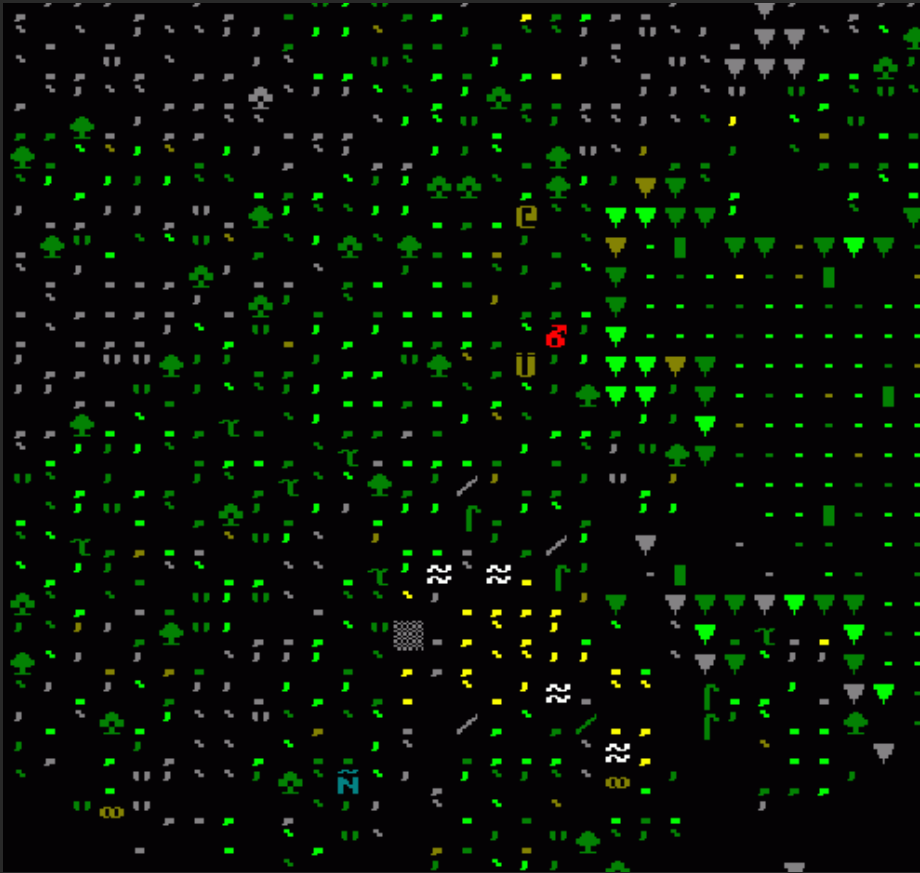
I packed my things and set out for the camp. After a few hours of walking I spotted it in the distance. They were not making much of an effort to hide.



The landscape around this area was strangely unsettling, but I knew my mind was playing tricks on me. I was under a lot of stress, after all. I crept up to the camp and was relieved to see there were only a couple of bandits. I quickly dispatched the two closest to me by throwing sharpened rocks at them, a technique I had practiced as a young girl hunting foxes.



Then I came around the tree to spot the leader of the gang.



There, to the southwest, stood the leader of the gang. But it was all wrong! He was already dead! Yet there he stood. If you have never seen a walking, reanimated corpse, you cannot possibly comprehend the stomach-churning hideousness of the thing. We all know what a corpse looks like. This world of ours is violent enough to make sure of that. And one of the primary features of a corpse is that it doesn't move. It's just an empty container. But here was just such an empty container, eyes open, shuffling around the camp on broken legs and barking muffled orders at its underlings through rotting lips.

I regained my senses just long enough to take out the leader and the remaining bandit. I breathed a sigh of relief to see the corpse lying on the ground motionless, as it should. But I was not able to relax for long.



The bandit closest to me, one of the first I had killed, was standing back up. The sharp rock still remained embedded in its skull as it staggered around.

The evil influence of undead had followed me even here. Taking on quests from the local population was not going to be enough. I had to run farther. The nearest civilization I knew of was more than a day's journey to the north. The dwarfs lived up there in their own strange mountain towns and cities. I took a deep breath as the newly-reanimated corpse turned towards me, and I ran.

I'll put up part 2 maybe later today. I don't want to put up too much at once. :)

A question for you all though, regarding speed. Even if I drop everything non-essential (that is, everything but weapon, armor, small amount of food

and drink), my maximum speed is 331 296 if sneaking). This is a "hero" character with Legendary shield user, Expert armor user, Legendary thrower, Master ambusher, Talented swimmer, Legendary fighter, Talented wrestler, Expert dodger, and Master knapper. As such, my high stats are Superior strength, Superhuman agility, Superior toughness, High endurance, Superior willpower, Superhuman spatial sense, and Superhuman kinesthetic sense. Why, then, is my speed so low? Usually I play with Demigods, and I realize their limits are higher, but I am usually able to very easily get my speed over 1300 with one of them. What exactly is the difference between hero and demigod when it comes to speed? Is it really that big? If so, why? My current stats are about the same as a typical demigod character in my experience. How can I have superhuman agility, not be carrying very much weight, and still only be moving at 331?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **July 29, 2012, 07:05:54 am**

Quote from: [Sappho](#) on July 29, 2012, 03:39:40 am

A question for you all though, regarding speed. Even if I drop everything non-essential (that is, everything but weapon, armor, small amount of food and drink), my maximum speed is 331 (296 if sneaking). This is a "hero" character with Legendary shield user, Expert armor user, Legendary thrower, Master ambusher, Talented swimmer, Legendary fighter, Talented wrestler, Expert dodger, and Master knapper. As such, my high stats are Superior strength, Superhuman agility, Superior toughness, High endurance, Superior willpower, Superhuman spatial sense, and Superhuman kinesthetic sense. Why, then, is my speed so low? Usually I play with Demigods, and I realize their limits are higher, but I am usually able to very easily get my speed over 1300 with one of them. What exactly is the difference between hero and demigod when it comes to speed? Is it really that big? If so, why? My current stats are about the same as a typical demigod character in my experience. How can I have superhuman agility, not be carrying very much weight, and still only be moving at 331?

I had the same issues, I was mostly playing on about 450-500 speed after I picked up about 3 shields, copper skimitar, about 20 berries and 10 units of meat, 297 when I also carried Bralbaard's corpse and his bronze armor. Also I had entire set of steel armor on me. I can only suggest raising Armor user skill, since my steel armor weighted almost nothing when I raised it to almost legendary. Also removing backpack from your back and dropping it down cost no turn or time, so you can do to increase your speed it if you are attacked. And how many shields do you have?

I'll definitely finish the story tomorrow, but maybe I will manage to do this today.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **July 29, 2012, 01:00:03 pm**

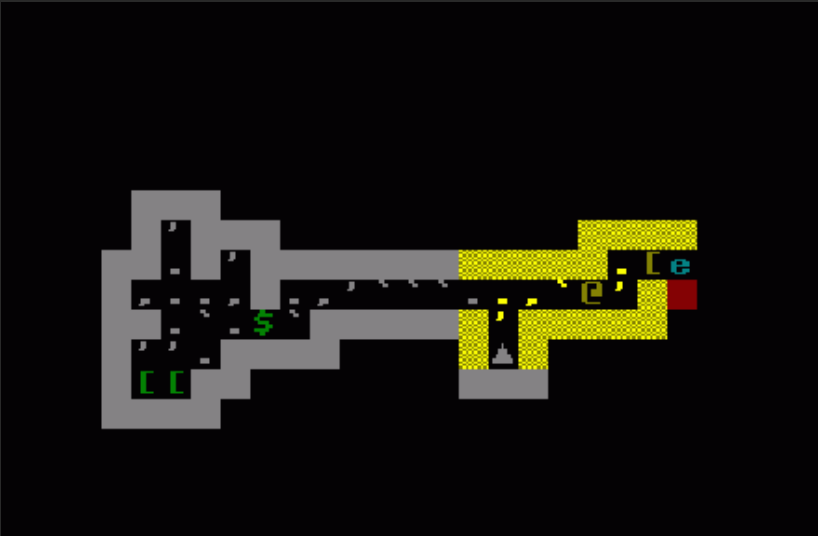
I have 7 shields, mostly bucklers. I wanted more but decided against it considering my current speed issues. Most of the weight seems to be coming from my backpack - only major source there is arrows and bolts. I only have a few stacks but I guess I'll have to dump them. I can get my basic speed up to 454 if I get rid of most of them. I guess my throwing skill is high enough that I can do just as much damage with thrown rocks. Don't really need to keep hauling all those heavy bolts around everywhere.

Anyway, here's part 2 of the story. Part 3 is ready to go but I'll probably wait until tomorrow to post it to give me time to prepare the next part. :)

Spoiler: Part 2 (click to show/hide)

I made progress as quickly as I could towards the north, but of course there was no chance of reaching even the nearest dwarven hamlet before nightfall. I had never paid much heed to the stories of bogeymen before, but after all that had happened, now that They were surely after me, I grew more and more terrified as the sun began to drop lower and lower in the sky. Where could I hide? Could I ever sleep again?

Just as I was thinking of turning back towards the nearest human town (although I knew I could hardly make it in time), I spotted a large opening in the flat ground ahead of me. I slowed down and began to creep along silently, for judging by the size of the opening, this was certainly the den of some large and fearsome creature. I made my way in, careful to remain in the shadows. There were bones lying on the floor in piles along with tattered old scraps of fabric. The walls were stained with blood. I peeked around a corner, trembling with fear, and discovered...

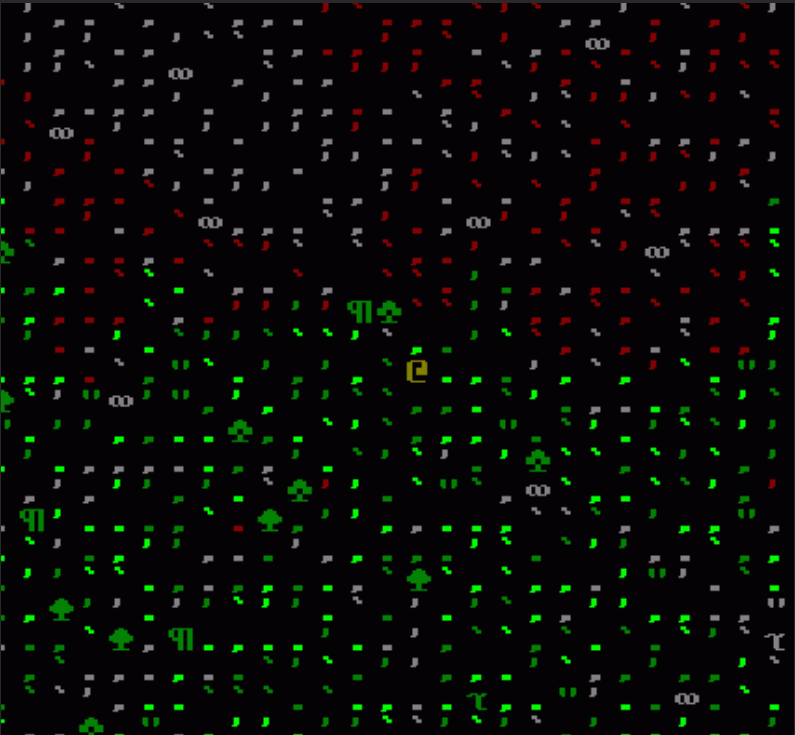


...an elf? But how could this be? Suddenly the answer popped into my mind. Somewhere in that long list of undead horrors recited to me earlier by that villager there had been mention of an elf who changed form under the full moon. Lucky for me, the moon was not full, and before me stood nothing more than a helpless, naked elf, driven savage by the disease in his blood.

I thought about trying to approach the elf and speak to it, but the snarling and grunting sounds it made as it gnawed on the end of a bone (I dared not try to guess the species) were enough to convince me that there would be no point. Driven by the last of my courage mixed with all of my fear, I dispatched the elf-beast quickly before it even knew I was there.

It was a grotesque scene, but at least it was out of the wild air of the night. I made a bed of some scraps of fabric and, thanks to my exhaustion, was quickly able to drift off into an uneasy sleep.

The next morning I arose with the sun and immediately continued northwards. Before long the terrain began to change and I recognized that I had left the Hill of Bodies, the region of my birth, and entered a whole new part of the world.



Another hour or so of walking and I spotted a structure in the distance. At first I imagined it might be the dwarven settlement, but quickly dismissed the idea, as I had not been walking long enough to make it so far. Again I took to the shadows and the trees, no longer trusting of any new or

strange thing I might encounter.

And rightly so. The growls and ravings I heard this time were far more ferocious than those of the poor elf I had dispatched the previous night. It seemed to be speech, but in a language strange to me. I did, however, catch a name here and there. They were the names of the dead, would-have-been heroes who had been struck down by...

Talking to the Hill Titan

"Thuthu Fordedmountain the Plain Clam of Nature", Hill Titan: ... (slew
"Thuthu Fordedmountain the Plain Clam of Nature", Hill Titan: ... (slew
Luhmat Carriedstokers)
"Thuthu Fordedmountain the Plain Clam of Nature", Hill Titan: ... (slew Meng
Diamondlock)
"Thuthu Fordedmountain the Plain Clam of Nature", Hill Titan: ... (slew Amec
Lightbraided)
"Thuthu Fordedmountain the Plain Clam of Nature", Hill Titan: ... (slew
Thikut Oilreins)
"Thuthu Fordedmountain the Plain Clam of Nature", Hill Titan: ... (slew Olum
Pastnobbed)

I knew I must have stumbled upon the lair of the infamous hill titan Thuthu Fordedmountain! I wanted to dismiss it as a strange coincidence, but after all that had happened, I suspected those forces of undeath to have driven me into this beast's path. Very well then, I decided. A titan may be a fearsome creature, but at least it is a living one, and therefore susceptible to death.

As I crept closer I began to distinguish the tone of this monster's ravings. It wasn't boasting – for who did it have to boast to – but rather it seemed to be muttering to itself in the manner of one stricken with grief and frustration.



As I finally caught sight of it, my fear was instantly diminished. It was a strange creature, enormous with many legs and clearly very strong, like some sort of enormous armored insect – but it was not in good health.

left second leg
right second foot
left second foot
right third leg
left third leg
right third foot
left third foot
right mandible
left mandible
right antenna
left antenna
first horn
second horn
third horn
right eye
left eye
heart
guts
brain
mouth

One of its horns was missing, along with one of its eyes. While it would surely make a very tough opponent in a direct fight, it was far from its prime. The monster was growing old and weary, covered in battlescars. I took pity on it for some minutes, watching it rave to itself, but in the end I could not allow the malicious spirits that haunted me to keep such a powerful weapon, and I aimed a sharp rock at its legs.



My aim was true and the beast fell to the ground, its balance lost for good. It might have been possible to leave it thus crippled, but I had to be sure it wouldn't heal. I drew my sword and approached it in plain view.

I did my best to aim my attacks, hoping to behead it and take it out as painlessly as possible, but like any living thing, the titan fought back and was able to prevent me from making a direct hit. Finally, though, it lost too much blood (or whatever that disgusting goop was) and collapsed to the ground, defeated.

You twist the embedded +iron scimitar+ around in The Hill Titan's thorax!
You maintain possession of the +iron scimitar+.
The Hill Titan misses You!
Hill Titan has bled to death.

I stood on the shrine a while, catching my breath and surveying my surroundings. No one would ever believe that I had killed a titan. Not unless I could prove it. I needed a trophy. I was also starting to run out of food, and this beast had plenty of meat on it. I decided to butcher it. I'm hardly an expert, but I was able to get the scaly skin off and a sizeable portion of meat. The rest I had to abandon, for it would spoil before I could ever eat it all. In fact, it could feed a village for a week. Shame that there wasn't one nearby.

I had intended to remove the head to take as a trophy, but as its glittering scale lay already prepared in front of me, I was overcome by its beauty. Think what could be done with such material in the right hands! And while the head was so battered as to be unrecognizable, the main part of the body had escaped harm and the scale was nearly perfect. Mind made up, I folded it up and strapped it to my pack.

Thuthu Jirdothakom Othinubpo Evhol's scale
Weight: 475f

Now here was a new difficulty which I had not really thought through: the skin was incredibly heavy and my movement was slowed a great deal. Still, I knew I wasn't too far from the dwarven civilization, and resolved to drag the scale there and then decide my next move.

Spoiler: Regarding weight (click to show/hide)
By the way, when carrying this scale, even after dropping almost all of my bolts, my speed is decreased to 143 (135 sneaking). Hence my concern over increasing my speed as much as possible.

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Bralbaard on July 29, 2012, 03:01:09 pm

I've updated the map with the location of the tomb of heroes:
Spoiler (click to show/hide)
Sadly most of our heroes died in poorly documented locations, and a bunch of others were taken away by necromancers after their death. It would be nice to entomb more heroes at this location.

About the speed; my adventurers usually have typical speeds over 1000, but since my signature tactic seems to be to just run away from anything that seems dangerous they need to be fast. I usually travel -very- light, with some basic armor (if I happen to find any), one weapon, three or four pieces of food and a waterskin, and a wooden shield. I get nervous when my speed drops below 1000 as it means you can't outrun most enemies anymore, which usually means death, at least for me. The thought of actually fighting a titan, instead of running away would not occur with any of my adventurers :-). I hope you make it to Dinnerwandered with that submission.

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Eric Blank on July 29, 2012, 03:22:29 pm

Bolts and arrows are obscenely heavy. I rarely even carry them because of that. However, a massive wad of titan skin would make a great thing to throw at your enemies at the beginning of a fight.

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Sappho on July 30, 2012, 06:27:15 am

I don't recall bolts and arrows being that heavy before. On the other hand, this is the first time I've played with .11 (I had to download it specifically to play this turn), so maybe that has been changed. I really REALLY prefer version .07 (for both modes) and I'm always disappointed when a game I'm a part of updates to .11. But I guess there's not much to be done about that.

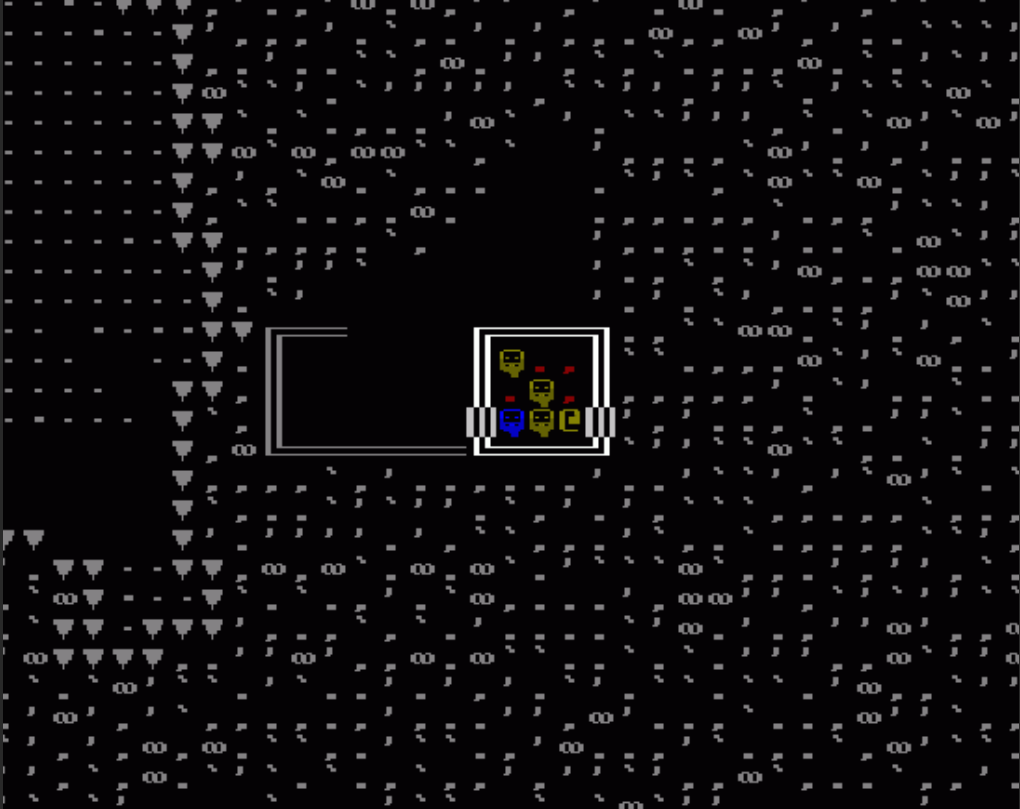
Anyway, here's part 3. Working on 4 now. I'm surprised at how long I've lasted, but now I'm being extra-careful, hoping to actually make it all the way to the museum. In any case I hope you guys are enjoying the story so far.

Spoiler: Part 3 (click to show/hide)
It was nearly nightfall when I saw the fields that marked the outskirts of the hamlet. In my pride at my victory I had managed to forget my fear of the undead menace I hoped to leave behind, until I heard a very strange sound indeed.

The Stray Drake roots around in the basalt.
The Stray Hen scratches the Dense bentgrass.
The Stray Cat head-bumps the Stray Duck.
The Stray Hen scratches the Dense hair grass.
The Stray Cat head-bumps the Stray Cat.
The Stray Cat head-bumps the Stray Cat.
The Stray Cat head-bumps the Stray Duck.
The Stray Cat head-bumps the Stray Cat.
The Stray Cat head-bumps the Stray Drake.
The Stray Duck roots around in the basalt.
The Stray Cat head-bumps the Stray Cat.

It was the animals. A whole large group of them were crowded around a particular spot on the ground, wandering aimlessly and bouncing off of each other as though their minds had been stolen. Something was not right about this place. My head filled with stories of zombies, and I did my best to stay away from the animals.

As the sun sank lower in the sky, I hurried towards the nearest building. Inside were a group of dwarfs, not nearly surprised enough to see a human dragging a titan's skin appear in their hamlet.



I pointing out the oncoming night and asked permission to stay until morning. They agreed, but appeared confused by my request. Yet another bit of strangeness in this mountain land, but I decided to wait until the night had passed before pressing the matter.

The next day, after a breakfast of titan meat, I chatted a bit with the locals. They seemed less strange in the daylight and so I found the courage to ask them why they were so surprised by my fear of being alone in the night air. Their answer brought a song of joy to my heart: in the mountains, there are no bogeymen!

I needn't fear the night so long as I stayed in the mountains. Perhaps I had found a safe place to live. I discovered that the capital was only a short walk to the north, so I made my way there to look for work.

The feeling of wrongness was renewed as I started down the streets of the town. As I stepped over a sewer grate, I swore I could hear strange sounds coming from below, though I told myself it was probably only rats. As I passed the next one, I worked up the courage to look down.

It was gruesome. The light may have been dim, but I am confident it was not my imagination (and later revelations confirmed this). There was a pile of corpses down there, half of them rotting, and the sewer water was running with blood. I moved along as quickly as I could, trying to erase the image from my mind.

At last I spotted a resident of the small capital city, a trader in the market. Between her bellowed advertisements for high-quality bone trinkets, I managed to get her to tell me of any threats that an adventurer might eliminate in order to fall under the good graces of the leader.

Her response was both enthusiastic and unsettling. Her first request was that I kill the leader herself – the law-maker here was a vampire! That explained the unsettling feeling in this area. The undead had indeed followed me all the way to the dwarven empire!

I was about to take my leave and decide my next course of action when I realized the trader wasn't finished yet. She then rattled off no fewer than seven vampires who she claimed were living in the sewers and feeding off the citizens during the night.

So the carnage I had glimpsed beneath the sewer grate was real after all. I was surrounded in this place. I still had not found my safe haven. I paused for a moment while the realization fully sank in that my journey was far from over. I asked the trader whether she knew of any other civilizations could be found nearby, and she simply shrugged and suggested I try going east, where she had heard rumors of human settlements.

I took a deep breath and turned towards the west. No point in procrastinating. The more time I had to put distance between me and these vampires before nightfall, the better. At least I would be traveling through the mountains, which meant I could sleep in the open without fear of bogeymen.

I was nearly out of the city when a dwarven child (such a tiny, hairy creature, I at first mistook it for a dog) dashed in front of me and asked me a strange question.

I could see a group of children standing to the side of the road, all looking bashful; apparently this boy had been nominated as the group spokesdwarf. He pointed at my pack and asked me if that was my contribution to the museum.

At first I was utterly confused – I had grown so accustomed to the weight of the titan's scale that recent events had pushed its existence out of my mind altogether. Finally I realized what the dwarf-child was pointing at and tried to process the second half of the question. Who was this Museum? Some sort of dwarven leader?

The boy giggled the way children always do when they know something adults do not. Apparently a passing adventure had been through here only a few weeks before, telling stories of the far-off city of Dinnerwandered, where the local leaders had set up a "museum," a building where rare and interesting articles from all over the world were displayed for those who hadn't the stomach for travel to view and study. A far-off city... Dinnerwandered, he had said. I etched the name deeply into my memory. I had a new destination. No matter how many days it took me to reach this city, I would settle there, far from the demons who hunted me, and this titan's scale would be my ticket in.

"Yes," I told the young dwarf. "I'm taking this scale to the museum." The children all giggled and ran off chattering amongst themselves.

I hadn't really considered weaponizing the scale... I think I will give this a try. I just have to make sure I don't lose it! Could get very interesting indeed...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **July 30, 2012, 03:06:43 pm**

Diary of Sarvesh Worksound the Gloomy Gills of Crafts, the dwarven necromancer, entry 6.

...A life-changing experience. That book... it changed me. It answered all of my questions about my life and my goals. A really living creature can't live without a task, without any meaning - or it is dead, forever. We can enforce our will upon surrounding objects, to let them achieve their goals. The thing all races call "death" is just a sort of inability to move, that's all. Everything around us lives, because it has a purpose. And even if you have no purpose, your goal is to find one. Nothing is "dead" actually. A tree can be seen as motionless, but it doesn't mean that it is dead, right?

I've never felt so ready for action. I stopped caring about such peckish things as food or drinks - they are obstackles we need to cross. We can live without them.

Silverywind! I have to found that artefact amulet and use it's power to find my sister. My path seems to be clear. I can't say the same for my companions. They seem to be fiercely loyal to me, but that's only because they have nothing to do otherwise.

We rush there without sleep, without rest. Needlessly to say, this tires my friends, but they keep moving even when they start to fall unconscious from over-exertion. Only then I allow myself to calm down and update my journal. I can't sleep anymore. Why would I need the world of dreams, when I have the real world to form? And I'm too enthusiastic to be tired. So I just look as they fall down, sleeping in the midway.

I've seen enough sunrises when we have finally encountered a river blocking our path. Prior to this we managed to find bridges or they were shallow enough. I command them to swim through it, even if they cannot swim. I do not care if they drown. They won't be dead, just unable to move. And so, after some hesitation, Oce and Urist rush into water, trying to swim

through it. They both flounder in the water, but Oce finally after almost panic-like levels of motivation made it to the other side. But Urist couldn't, his body floats motionless.

It doesn't mean that he is dead. It wouldn't be the reason if he would be dead.

I think about my will. I start to chant old and ancient words of power, and try to imagine manifesting my will into his body. I try to imagine his body... full of motion.

I can see horror in Oce's eyes, as Urist obeys my iron will, as he stands up. I can see hate in Urist's eyes... and I don't know why. For a moment, I feel guilty for this, but then this feeling passes as Oce takes his whip and rushes to Urist with obvious decision to undo my act of enforcing my will upon him.

I can control Urist, completely. From his thoughts to his body. The problem is that still feels weird, even perverted. I can't concentrate to help him block Oce's strikes, and finally Urist collapses on ground.

- F-for the sake of Onu! What WAS THIS? - he turns to me, scared.

- Why did you kill Urist? He was our friend, after all. I just... revived him. I can't understand, why don't you want him to be living again?

- Because he is dead. Dead! How do you dare to alter will of gods and fortune, a mere cave-dwelling dwarf? - he dropped this phrase with disgust. He clearly wants to desert our party. I don't want him to go away like this.

A horrible decision appears in my mind.

- And now you shall join him, so you guys won't fight over that petty thing you call ehh... innocence of life?

And as he recedes away from me, I charge and stab him in heart with my carving knife. A sharp enough instrument for complex operations like this. He gasps for air and falls. Part of me still feels pity and guilt for this act, but I suppress it. There is no time for feelings if you want to be successful.

I animate both of their bodies and smile:

- Now you won't fight anymore.

And they smile too and nod.

Because they went through almost mind-clearing ritual they don't complain about rivers, food and rest anymore. Our speed increases in speed significantly. And by significantly I mean that we will be in Silverywind in an about a week.

We only decided to stop when we saw something interesting. Like an artificial lake and fortified island on it, with interesting system of bridges leading to it. I have heard of this place - this is Lakelancers, a dwarven project settlement. I don't know what happened to it, I can only hope something that I can deal with.

A plenty of motionless bodies can be seen lying across that hill. And enough living dwarves that hate my brought from "death" squad equally. We had nothing but to temporary "kill" them, and then raise them as better, more understanding and open-minded creatures.

And so we descended down one of two entrance halls, only to be found ourselves in caverns. Caverns aren't our goal right now, so we go up to the other one.

The other one contained a sort of... tomb? An iron coffin can be found deep in a tomb-like structure with masterful golden statues. One of them depicts a dwarf "dead" because of dehydration. That's... interesting. How can you "die" of this in a fortress that is built on an artificial lake with fresh water?

How cruel their conditions could be? How many bones of our kin perished under megaconstruction projects? Did all of them want to do this? Do they still have hopes and what's more important - goals of dream about?

...Golden crafts can be found stored, but they do not interest me enough. I only took a golden crown and a ring, well-crafted enough to be pride of the museum. I am still ashamed of my small contribution.

We also found the main fortress, that place where dwarves lived in modest dormitories and stored barely enough food to "survive". The only thing I found worth my interest was artifact obsidian mechanism. A rather heavy gear, so I decided to leave it somewhere there.

After assembling a tiny army of my new allies - carps, strong domestic animals like horses, alligators and dwarves, we rush forward. To the Silverywind.

We rush through pine forests, near high mountains, through rocky wasteland that has no water. But we do not care about such peckish things anymore. We keep on moving.

We rush through dwarven settlements. Villagers run away in fear, and it only excites their primal instincts. A rather bloody massacre ensues. I wish that my folk would stop hating everything living, but then suddenly I realized why they did it.

They wanted them to be mind-washed, like they were before. To force them embrace new, improved life, because they don't want to understand. To become one with them, to encrust them into our hordemind.

And what I do is enforce my will upon them. I motivate them to stand up and fight, to live again. Isn't that what they wanted: be free from mortal suffering like starvation? Being weak enough to "die" of old age? Seeing their relatives "die"? And what's more important: *caring* about this? Isn't this more confident to care about nothing, to just rush to your star without any obstacles like ethics on your path?

And this comes for a little price. Some suffering and you will feel no pain. Forever.

But grabbing onto their principles of "innocence" they don't want to manifest my will. "Only gods are allowed to do something like this!" - one screamed when we ~~there~~ asked him for information. But *why* can't I do this? What the difference between me and a some god that barely shows his will? And what if I am actually a god too? A god of self-improvement, of course.

When I try to explain this to them, they yell at me that I'm insane and they don't want to listen to my god-defiling rants. Whatever. That won't help them to cope with this today.

And so our army increases in size significantly. It has about 60 souls, enough to take down some fortress and capture it. To establish a new kingdom, heh. But that isn't what I want though. I want Silverywind to be seen by my very eyes.

Jungle, endless jungle again. But I'm no longer puzzled by those trees, I can see forest through them. I can sense something calling me, I can sense Mournsaints the Fire-Ruler of Rewards. We cross endless rivers, everyday and everynight. But that doesn't stop us at all.

And finally, when I see tainted ocean with zombie whales in it (they show no interest in us), I know that we are very near. And to confirm my assumption, a very strategical placed fortress made of native gold appears. Quite an expensive sight.

My forces besiege it and kill almost everyone inside. Except one goblin slave behind iron bars. I see fear in his eyes that look how my rotten carps try to bite him through spaces in those bars. I decide to leave him alone.

When I turn back to see that golden castle to fade away, I thought that it would be nice to have a castle of my own kingdom.

That doesn't matter now. We charge through human settlements, barely razing them because we are near. But, there is something off-putting. When I killed another resisting human hiding in sewers, I found something... interesting in his possession.

A diary. A journal.

I thought I was the only one who did that. But not, he has hopes and dreams to write about. I open it to read another man's mind, to channel his consciousness onto me...

What?

It... isn't his diary? So, he killed someone who was *worthy* of having one? And what's more important, that human was heading to Silverywind too.

He even was there, even took the artifact amulet and used it's powers. He partly fulfilled my goal before he was interrupted.

Immortality is a way to remove some interruptions. But Bralbaard wasn't immortal, and that's why he is disabled now. And I'm not.

I command that bandit to share his memory with me. I can see a human with strange panda fur robe being killed somewhere near a river in a forest. I want to find him and talk with him. Does he still have that goal? How years of being disabled from anything can change someone's mind? Does he want to finish it?

But that's my second priority. There is no time to be distracted anymore.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **August 02, 2012, 03:15:02 am**

I'm just about done. I will try to upload the save today, though it might take me another day or two to get the story up (it won't be so detailed as it has been). I'm amazed, I expected another short-but-sweet turn but somehow I have managed to survive and become incredibly powerful. It's just the long and tedious journey that's taking all this time, being so careful.

The only problem might be the actual uploading of the save. I've been having problems with my ISP lately and my upload speed is slower than dial-up. If it looks like it's going to take forever, I might have to take my computer to a friend's house with better connection or something like that. I'm sure wifi at a cafe or somesuch is not going to allow me fast upload speed either.

In any case, thanks for your patience for just a tiny bit longer!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **August 02, 2012, 12:56:30 pm**

Quote from: Sappho on August 02, 2012, 03:15:02 am
It's just the long and tedious journey that's taking all this time, being so careful.

From what I can see from the small map you posted of the area you started in, you started completely at the other end of the map, northwest of the water of meditation, and the adorable island... That is a long, long way too travel at speed 300 or less. Have you kept track of the in-game days? I imagine it could take months..

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **August 02, 2012, 03:12:34 pm**

I made it! And actually my speed carrying all my museum donations was about 130. I started on 5 Felsite and reached the museum on 19 Hematite. How long is that? It was a lot of walking! I kicked a lot of ass, too, though. Fun adventurer!

Please bear with me one more day while I wrap up my story and find a way to upload the save. I hope it will be worth the wait.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **August 02, 2012, 07:43:25 pm**

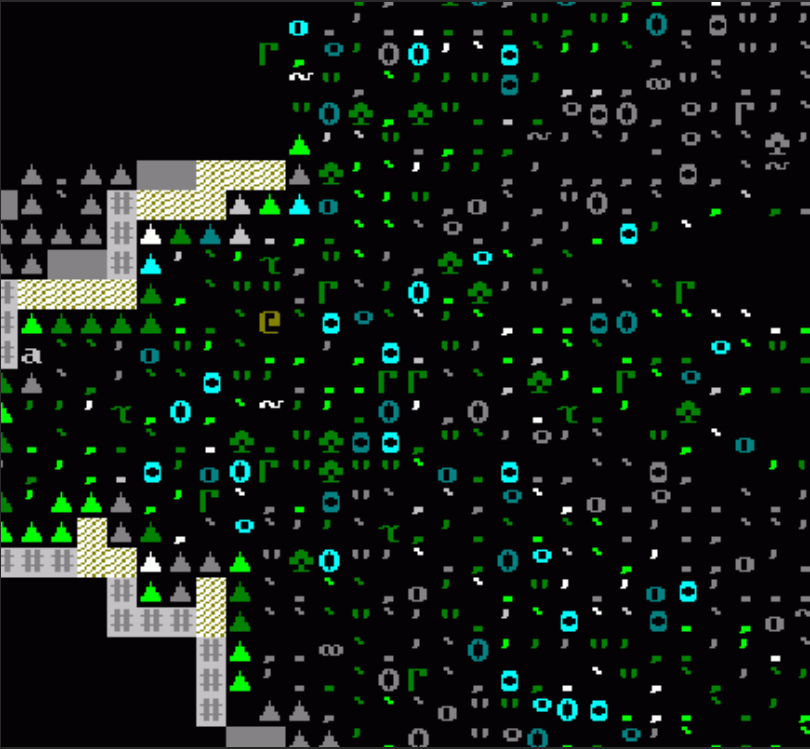
So all of that took your character approximately one month. Nice.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **August 03, 2012, 09:02:47 am**

Spoiler: Part 4 - The Thrilling Conclusion! (click to show/hide)
So now you know how I came to know of the museum and began my quest to deliver the titan’s scale here and thereby escape the demons of the west, whose curses still haunt my dreams. It was a very long journey, and not uneventful.

It took me nearly a week to cross the mountains hauling the heavy scale, but I slept easier knowing I was safe from the threat of evil night creatures. I even gave serious consideration to simply becoming a hermit out there, but I determined that my food supply would run out too quickly, and stood by my quest.

When I emerged on the other side of the mountains, I was greeted by a strange new landscape. Strange, happy-looking tubes and bubbles grew from the very ground, and the area seemed nearly to glow with magical energy.



I knew not whether bogeymen would haunt such surroundings, but I didn’t dare to chance it and made straight for the nearest village, which I had spotted easily from the mountain slopes.



I knew something was wrong immediately. I had been told that here should be a human village, but all of the houses were empty and decrepit from lack of use.



I pushed onward to the next village and found inhabited-looking buildings at last, but was shocked to discover goblins wandering the streets.



At first I made ready to duck behind a tree and throw rocks at them, but they spotted me too quickly. Yet, instead of attacking me, they smiled and waved. I quickly learned that these goblins were not hostile to outsiders.

Talking to the Goblin Bone Carver Tulon Eralomrist

You begin a conversation with the Goblin Bone Carver.

Wrestler: Greetings. My name is Stasbo Humorbury the Tepid Blazes.

Goblin Bone Carver: It is an honor.

Tulon Eralomrist, Goblin Bone Carver: I am Tulon Vesselwild. How can I be of service?

In fact, they requested my assistance – eliminating the threat of no less than seven nearby vampires! The energy in this place was all wrong, and I dared not even spend the night in their village.

Wrestler: I am here to discuss serving your cause.

Tulon Eralomrist, Goblin Bone Carver: The world is safer for travelers when night creatures no longer stalk the darkness.

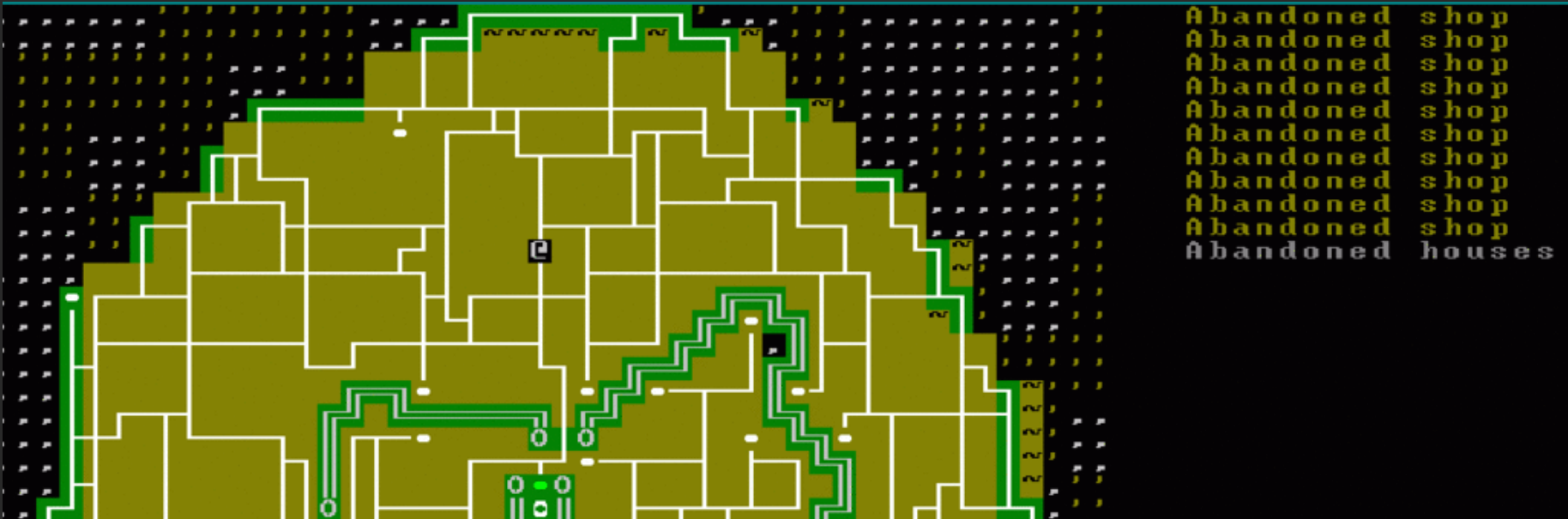
Tulon Eralomrist, Goblin Bone Carver: Wraithprowls is a short walk to the east.

Tulon Eralomrist, Goblin Bone Carver: Seek this place and kill Osnong Ceilingsprings the olm woman vampire.

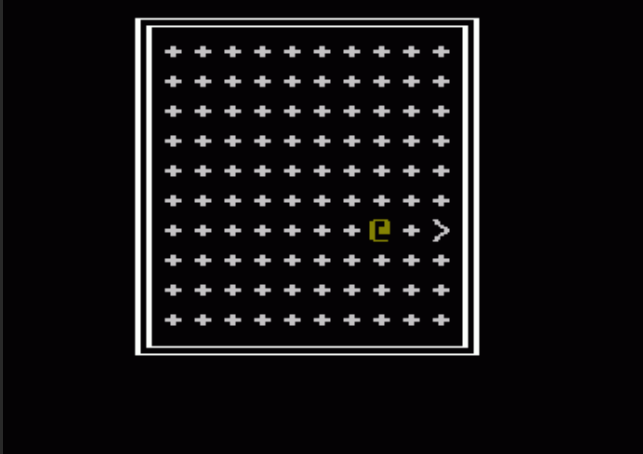
Tulon Eralomrist, Goblin Bone Carver: Search first in Soundedhollows, the sewers there.

Tulon Eralomrist, Goblin Bone Carver: This bloodsucking fiend has killed two hundred eighty-eight in her lust for murder!

Continuing east, I quickly came upon the capital city of this strange civilization. It was huge and sprawling, yet completely abandoned.



Even the keep in the center was devoid of life. At the least, I had found a safe place to stay the night.



In the morning I was making my way out of the city when I heard the familiar, yet strangely out-of-place cries of a goblin trader in the marketplace. He was alone, but still called out his advertisements of fresh plump helmets. Even in this desolation, it seemed capitalism still persevered.

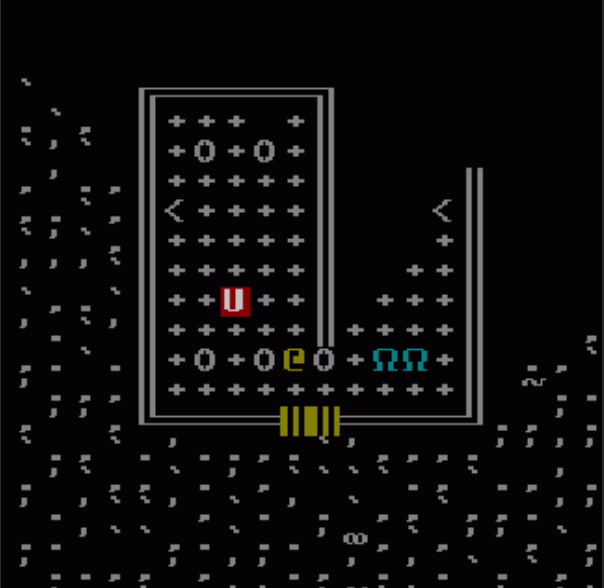


Was he selling to the ghosts of this place? Calling up my courage, I asked him if he had heard of Dinnerwandered. He simply directed me to the east and said I'd have to walk a very long, long way. As I had no interest in plump helmets, I quickly took my leave of him and began my trek eastward.



Soon I came upon the beach, and the sea. At first I feared I had reached the end of the world, but as I followed the coastline I realized the land continued around on the other side of this ocean, and I still had a long ways to go. Before long it was night, and having no safe place to rest, I simply laid down and passed out on the beach. How fortunate for me that, as I came to learn, bogeymen avoid the beaches as well as the mountains. I could sleep in relative safety as long as I kept to the coastline.

I continued in this manner for several days before finally spotting a human fortress in the distance. I prayed that it held friendly humans, someone who could give me directions to Dinnerwandered. Fortunately, there were human soldiers inside, but they looked completely disillusioned and hardly looked up as I entered.



Inside the keep I discovered the reason: their leader lay dead on the floor, no clue given as to what had happened to him. Already growing accustomed to the sight of death, I relieved him of his clothing to replace my tattered rags. I was sure he wouldn’t mind.

A nearby hamlet was inhabited and seemed lively enough, but the inhabitants spoke of even more vampires and creatures of the night. The scourge had followed me all this way! I obtained further directions – northeast, I could hug the coastline all the way to the north and then I would eventually come upon the region in which lay the famed Museum – and carried onward.

There was one night when I had dared to wander inland a ways and failed to make it back to the coastline before nightfall. For the first time, I found myself surrounded by the wicked faces and grotesque forms of bogeymen. At first I was overcome by fear, but then I remembered that I had taken the life of a titan – why should I be afraid of the stuff of children’s fairy tales? I turned and faced them, and found that they bled just as much as any creature of flesh. Before I knew it, the hideous cackling had faded to a peaceful silence.



The corpses dissolved into smoke, but I managed to grab on to a severed hand before it disintegrated. I added it to my pack as an extra gift to the museum. I slept more soundly that night than any other. Maybe I needn’t run from the evil forever...

A few days after that I was accosted, for the first time, by a gang of human bandits. They were not young men, however, and in fact immediately after they jumped out to surround me, one of them collapsed to the ground for no apparent reason.

"You will remember the Divine Clusters when we’re finished with you!"
Spearman has died of old age.

The others froze, stared at the lifeless body of their comrade, then at me – somehow they must have believed that I caused his death! At first I was surprised, then I realized I had a titan’s skin strapped to my back and the lifeless hand of a bogeyman was sticking out of my pack. It wasn’t long before the rest of the bandits also lay as lifeless as their elderly colleague, and I was on my way further northward.

The next day I spotted a cave in the distance and felt inspired to investigate. What I saw standing just inside was quite a surprise.



I had heard of dragons, but never seen one up close, and here was one in the flesh, standing before me – and looking straight past me, as I had had the foresight to hide myself. I could carry on unnoticed... But wouldn’t a dragon’s scale make a fine extra addition to this museum? After all, I didn’t know what kind of items were there already, or whether my titan’s scale would suffice. Not being able to see its attacker, the beast, I’m sorry to say, did not put up much of a fight.



Fortunately the dragon's scale was neither as large nor as heavy as the titan's, and its added weight hardly slowed me down at all.

Accok Nesimustrá Rulucobim Kesmel's scale

Weight: 82Γ

From there I continued north, and then at last the coastline turned east, and I knew I must be drawing close. In the distance I saw several tall towers, each dark and twisted in form. I must admit I was curious, and considerably less afraid than I had been at the start of my journey, but I had had enough encounters with the evil and the undead for one journey. I gave them plenty of space as I passed around them.

I stopped in villages here and there as I made my way east. Each had its share of vampires and beasts of the night to fear, but such tales grew fewer as I approached my destination, and I held on to the hope that Dinnerwandered would indeed be the safe haven I prayed for.

One night, I was startled awake from my bed of driftwood on the beach in the midst of a violent dream. I quickly spotted several sets of eyes around me and quickly discerned human forms holding weapons – more bandits to deal with. In an instant I readied myself for combat, but then I realized that they weren't attacking. I took a moment to actually look at their faces, and found them frozen in horror. It was then that I noticed the other forms on the ground next to me – lifeless human corpses, violently slaughtered. What had happened? Had I been fighting in my sleep? One of the bandits smiled at me nervously and waved in what he seemed to imagine was a friendly way. He told me that they were "travelers" on their way home, and were sorry to have disturbed me. Upon hearing my name his eyes widened even further, and he asked for my autograph.

Swordsman: Greetings. My name is Stasbo Humorbury the Tepid Blazes.
Axeman: A legend? Here? I can scarcely believe it.

I had no patience for this sort of nonsense, and simply went back to sleep. When I awoke, the bandits were gone, though they had left the corpses of their comrades to rot in the sand.

- - -

Now, at last, I am here. Everyone in this region seems to know my name. I, frightened little Stasbo Humorbury, who fled across the entire continent to escape the curse of the mummy I tried I steal from, who carried the scales of titans and dragons across the mountains and pounded crowds of bogeymen into smoke, and now known as the Tepid Blazes, came into this museum while you, the so-called guard, Loge Pullclouded, slept on the floor clutching your axe like a teddy bear. I laid my donations on the tables:

- 2 dragon eggs
- the scale of Thuthu Jirdothakom Othiubpo Evhol the Titan
- the scale of Accok Nesimustra Rulucobim Kesmel the Dragon
- a bogeyman's left hand, preserved forever against the sunlight



And then I waited for you to wake up. I have come here seeking refuge and a safe new home for myself, and I have fought hard and suffered greatly to get here. So please understand, Ms. Pullclouded, that when you tell me there are no fewer than FIVE vampires living in the sewers of this very city, and that you would like me to get rid of them, my only response to you is, quite simply: ***I QUIT***.

Spoiler: Route Map (click to show/hide)



Save File (<http://www.sendspace.com/file/h277zq>) - I used sendspace this time because it's a bit faster, hope no one minds. We're closing in on the 100 MB limit anyway.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **August 03, 2012, 02:52:50 pm**

Great turn! I've entered the Titan skin as your primary submission, let me know if that's ok, because the other stuff is very much worthy of a place in the museum as well. I am going to sort through all the other additional items people submitted once my own turn arrives, and start some kind of exhibition on the second floor of the keep, because it would be a shame if all these items were lost. I've send Peregarrett a PM.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **peregarrett** on **August 03, 2012, 02:57:41 pm**

Sorry, just skip me. I tried adventure mode and that's not for me. I better stick with fortresses.

Allright, I'm starting as human outsider, peasant.

My name is Hratgar Nosefold, Historian.
While you may think historians deal with the past, I think we may yet change the future and save this doomed world. But before I tell you more about that bold claim, I first need to tell you a bit more about my profession, and what it means these days.

I am sure you have not met many historians lately. That is mainly because, so it seems, somewhere around the year 1051, all historians seem to have quit their jobs. Nobody writes about important events anymore. Before this year, there are libraries filled with books about historical events, When looking for written reports after this year you are lucky if you can find a few scraps of paper. So what happened? Not what you might expect. it's not that the historians quit because they were not being payed enough, or another trivial reason. No it seems they stopped writing because, somehow, history itself stopped.

Yes, since this magical year, no war and famines have happened. There were no births to report in the royal families of any race or civilisation, and there were no dragon attacks, new heroes or anything at all that is worth talking about. You can go out in the street and ask people what they've been doing the past 25 years, but nobody will come up with anything even mildly interesting. It seems the world is somehow under a heavy curse, and if we do nothing the intelligent races of this world are doomed to go extinct as our royal families slowly die of old age, followed not much later by the rest of their civilisations.

There are a few exceptions to this rule though, and I have come to study these. The best place to study is among the dwarves, for their race seems partially immune to the curse. Most of their empires have fallen to the curse as well, and the hamlet I am in, laborgilt, certainly has, but there are rumours even in this village, about dwarven cities that have recently been build far away to the north. All these cities were founded after 1050, and they have strange names such as Sunkengem, Lakelancers and Tongspace.

These rumours have been studied by the few remaining historians for years now, and while most have concluded that the dwarven race is the key to lifting the curse, I have drawn a different conclusion. You see, besides these dwarven cities, there are a few other events that seem to have been recorded in history since 1050. These are stories of brave adventurers, some successfull and some not, and there is one thing all of these have in common. All of these adventurers where somehow connected to a place called 'the museum'. Some worked directly for the museum by collecting items, others only stated their intention to travel to this place and never made it.

Sure you may object by saying that the new dwarven cities do not fit in this story, that it makes no sense. But one look at the map should teach you what I already know:

[Spoiler](#) (click to show/hide)

Yes indeed, the dwarves could have created those cities anywhere, but somehow, all but one of these cities were build in the northeast near the museum. Not only that, but dwarves have always been known to only build their cities in the mountains, but these new towns are build in open plains and other unusual locations. The museum has clearly stated its goals; to gather all the riches and treasures in the known world, and it is using these dwarven cities to produce them. That makes the reason for this curse obvious; they have in fact paralyzed the rest of the world so they can steal these treasures without being challenged. And to go back to where I started, this is where a historian can change the future. I have found where the curse originates; in the museum in Dinnerwandered, and now the time has come to do something about it. I will travel to the museum, with as many allies as I can. I will make sure history has a future, even if that means I will have to gather an army and raze Dinnerwandered to the ground.

This is the report of the investigation into the death of Hrathgar Nosefold. We have been able to elucidate the following facts about the sudden disappearance and death of mr. Nosefold, historian.

It has been established without doubt that mr. Nosefold left Laborgilt together with Atir Relicbrim, a local marksdwarf. It is believed that their destination was the city of Dinnerwandered, as mr. Nosefold had tried to persuade more dwarves to follow him to this location. A search party found a trail heading north into the Soaked Mountains, the trail passed several brooks and finally took the search party out of the mountains into the Hideous Waste of Bandits. The search party considered abandoning the effort, because the area is known to be very dangerous, but they happened to find the body of Mr. Nosefold just when they had decided to turn back.

A short description of the site where the body was found will be given here:
Besides the body of Mr. Nosefold, the search party also found the corpse of the marksdwarf, the bodies of several kobolds, and several boar corpses. The kobolds, from their clothing could be identified as members of Glikifilirus srofogrirus. The boar corpses seemed to be in a much more advanced state of rot than the other corpses indicating that they were likely corpses of undead creatures. From the tracks it can be deduced that the kobolds must have been in hiding, and that they likely ambushed Mr. Nosefolds party.
It seemes from a survey of the wounds that both the kobolds and Mr. Nosefold and his companion were killed by the boars, likely they were suprised by the undead boar herd when still fighting eachother. It appears, based on where his body was found, that Mr. nosefold tried to run from the boars, but that he was unsuccessfull, likely because he was slowed by wounds he received earlier in combat.

The search party could not write a more detailed report because some of the bodies came back to life repeatedly during the investigation, which greatly hampered our effort to conduct a proper crime investigation. The search party finally retreated when the mussels that were brought for lunch came alive and tried to make lunch of the search party. We do feel however that our report gives the most accurate description of the events possible given the circumstances.

The savegame can be found here:
<http://dffd.wimbli.com/file.php?id=6746>

Also it seems like the file depot now accepts files up to 150 MB, we are at 84 now so we should be safe for a while.

If memory serves, Kobolds and undead are the most common cause of death amongst our adventurers. But why are the Kobolds so prosperous that they are still hunting the wilds when all other races are dying out?

1. They breed like rabbits
2. They just don't stop breeding. Ever.

Why, then, is everyone else failing to make up for their losses?

Sorry for this taking sooo long. I was busy and also lost my interest and creativity drive to write. I'll manage to finish this in next, final post.

Diary of Sarvesh Worksound the Gloomy Gills of Crafts, the dwarven necromancer, entry 7.

Silverywind!

[Spoiler](#) (click to show/hide)

Please ignore the lack of snow 😊 It is counted as splatter, so it doesn't get exported to map. Or maybe it just isn't rendered by OGREseer

Spoiler (click to show/hide)

We are finally here. After a long journey through ~~our~~my world, we made it. Even if I wasn't the first, I feel like a champion. I'm slowly reaching my ~~final~~ meaning of life.

A rather dark and gruesome citadel appeared in our vision, hidden by snow and blizzard. Wind is moaning high above, ravaging at towers that block its path. They penetrate thick fog clouds, but it seems that the site was badly damaged and weared by time and waves. I rush forward and touch blocks of dark, almost stone-like ice.

Oops. It is deathly cold. I withdraw my hand in reflex as it was scorched by coldness. Only now I understand how damn cold this place is and notice that I can see my breath. I wonder how many things I have missed because of my inadvertence.

When my horde entered the ancient gates of this thousand year old peril of dwarven architecture, I found signs confirming that Bralbaard was here: a campfire still gives a cozy light. A strange sight in this broody place. I can see ruins of previous living quarter, a sort of trading square. Some goods can still be seen waiting for ghostly merchants, mostly pig tail cloth in bins and gold crafts. And also 2 large buildings, which turned to be warehouses. One is filled with delicious food and alcohol of any kinds, but I have no interest. The other one is full of crafts and clothing. I picked up a masterfully made golden goblet... and dropped it. That's not what I have came for.

A former dwarven expedition figures can be seen stalking here. I look in their eyes and... I'm shocked, for first time since night encounter.

They are dead. Truly dead. They have no meaning in life nor point in it. My companions don't dare to attack him, and I know why - why would you attack what is already dead?

- *M-m-mournsaints...* - one of them mutters when I came closer.
- What happened to you?

No reply. His eerie gaze pierces through me, focusing on something behind me.

- Where is the expedition leader? Why would you do this? Have you seen a female dwarf? Or a male human? Anything! - I start to shake him, trying to get an answer from him. It angers me.
- *t-the F-fire-R-ruler of R-rewards...* - he and his dead companions sing in a strange choir.

I understand that I won't have any answer, sigh and spew and go exploring the complex defensive system. I can sense the amulet being very close. I can sense it whispering something to me.

...We stand there, blocked by an ice bridge. The craftwork quarter is on the other side, but I haven't found the lever that opens it yet, so we continue our searchings.

Sometimes I can't understand if some of those wondrous buildings are ancient or modern. But I have found the "main fortress" of dead expedition - it was built in former tombs complex. Spooky place. While exploring that half-flooded place (water was seen dripping from damaged ceiling), I sense a presence of something. I walk into a workshop room and see...

Nothing.

After a hour of rigorous searches I managed to find the right lever. The big ice bridge lowered with cracking sound, driven by force of ancient obsidian mechanisms. I always loved how dwarven creations often manage to work even after thousand years of exploitation. We descend down from absurdly complex defensive structure of Densecrystal - that's how towering above other fortifications citadel was named - into new-opened entrance into Quarter of Crafts. I check both maps of this place I found in Dinnerwandered and Bralbaard's journal. Nothing has changed since then, only filth from my horde is everywhere now. I look at building that were workshops someday and explore each of them.

There! I can almost touch it in my mind. I charge to a humble craftdwarf workshop, to the second floor. I see a stockpile made for their needs. An oaken bin. It is there.

I rummage in that bin and extract a magnetite medallion made in shape of blazing sun. It is very warm, that's bizzare in such cold place. I put it on me, and suddenly I can see a previous battlefield. My mind is locked on that sight, I can navigate us there.

I don't want to spend more than neccessary time there. Something comes for me. I only allow myself to take a masterful encrusted ring and two golden coins with rendition of blazing sun on their backs. I don't know if they are ancient or not, but they would look nice in the museum.

We walk out of this great city, only to turn back and gaze in awe at this dwarven gem of creation. I feel sad for leaving this place... it's like finishing reading a really good story. You will miss those heroes and you shall never know what would happen to them after all dangers and worries are gone. Would they be happy forever? I can't say the same for me. I have doubts that I won't feel regret for everything I've done after I'm done with my task. I even doubt if I will ever experience happiness, those simple, but warm moments of love and...

Enough of this. I'm turning into a sassy bearded elf, I must hurry before it is too late.

And so we move back, back to Dinnerwandered. As much as I don't want to say goodbye to my amulet, I have to do it. I have to bring it to the museum.

...The amulet is getting warmer and warmer. It is there. Finally I have found the battlefield that I've seen in my dreams. Trails of frozen blood lead us to one of human corpses, his head is severed and lies not far from rest of his corpse. I inspect his purse contents when suddenly his head animates and watches me closely. Amazed, I drop the purse as his mutilated corpse stands up and tries to stick his head back to it's former place. Then it gives up and just carries it in its hand. It just stands there as I try to bring him under command of my will. I finally succeed at this.

I walk back to inspect other corpses. Bingo. One of those human corpses has a panda fur robe on it and generally fits the description provided in his diary. This is Bralbaard.

He stands up, brought back to "life" by will of unknown forces inhabiting this place. He peers onto me, his eyes locked on my exposed amulet. Suddenly, I know what to do.

- Have you been looking for this? - I reluctantly take off my amulet and reach my out hand with it to him. Somehow it gets much colder without it.

He accepts the gift and only mutters:

- M-mourns-saints...
- We are heading back to the museum. That museum where you wanted to bring this artifact. Are you going with us?

Bralbaard looks at me, confused, like he just woke up and completely missed what I've said. But then he silently nods and joins our hordemind. I think he became happier when he got the amulet that was stolen from him. It's like having a family reunion where you find those relatives you always thought were lost or dead.

Reg is not dead. She's somewhere far, far away from this cold land. But she is not dead. In fact, I think she wants to rejoin with me as much as I want to.

And so, we roll back on the same rails. We razed some human settlements, again, as scared villagers just came back to repair what was left. Too bad for them, but I don't think they worry about their dead cattle and ravaged houses anymore.

We made our way through barren tundra and thick jungles, never stopping for rest. Nothing stops us. We move at phenominal speed, covering many thousands of Urists per day. We shall make it to Dinnerwandered in less than a week, as I calculated.

...What the hell?

I heard ghosts screaming at me in vain attempts to bring my attention to one important thing, as I found later.

We were tracked for a long time by a huge kobold army. Animated creatures move slowly than non-animated, but they aren't slowed with constant need to sleep, rest, eat, drink and do whatever they want. And so then we were ambushed in desert.

Some kobold squeaked, and squads of bowkobold fired at us, rendering a notable part of my army useless for battle. Seeing this cruel act against their brethren, my horde roared in pure fury and anger, and charged at those criminals, only wanting to rip them all in half. They collided with front rows of spearkobolds, and the slaughter began.

We were weaker. Their warriors had much more experience in this than mine, excluding maybe carps and some dwarves I had for long time. They kept "killing" my troops but I manifested my will on them, "reviving" them again. They kept slashing some of them part by part, but I animated both severed parts and corpses. They were soon overwhelmed by huge rotting mass of ravaging corpses, and every dead kobold was a nice addition to my army. And after many, many hours of endless killing and maiming, they ran away in fear for their life. I even saw a carp biting off a head of

some unfortunate bowkobold. He deserved it, bowkobolds was the most difficult kobold type to fight. They could kill anyone in my army in one shot. I was tired as never before. My head aches after all those efforts I put to force them live again and I feel drained of all of my energy. So, I didn't want to bother with animating all those parts that were motionless: they have already played their roles and now they could just rest in peace. I only made sure that I animated Bralbaard - he still has his goal to accomplish. Someday I will return and gather them into one of my armies.

If I will survive, of course.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **inspiredsimji** on **August 10, 2012, 01:34:10 am**

Hello! I am absolutely loving this story so far, and would like to request a turn if that is okay!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **August 12, 2012, 01:26:26 pm**

Thanks for the updates Tehsapper, I'm looking forward to the final post.

Quote from: Argonnek on August 06, 2012, 11:27:56 pm
If memory serves, Kobolds and undead are the most common cause of death amongst our adventurers. But why are the Kobolds so prosperous that they are still hunting the wilds when all other races are dying out?

I have listed all the causes of death so far. Indeed, undead and kobolds should not be underestimated.

Logic: Survived.
Antlion: Killed by Tehsil despairdaub, vampire overlord.
Kromgar: Survived.
Brewster: Killed in a kobold ambush.
Siverix: Slain by a Bandit, with a warhammer strike to the head.
Tehsapper: Killed by by a mummy.
Bralbaard: Killed by a bandit lasher.
Sappho: Killed by a mummy.
Spinal_taper: killed in a kobold ambush.
Llamainaspitfire: Killed by a kobold spearman.
Argonnek: Killed by a Grasshopper woman corpse.
Brewster: Killed by a hippo corpse.
Niyazov: Killed by bandits.
Ncommander: Killed by a lasher
Tehsapper: kobolds
Sappho: Survived.
Bralbaard: Killed by a boar corpse

Also Edosurist send me a PM that he will start tomorrow but that was two days ago. Let's wait two more days, we'll move on to the next player if there is no news by then. I've added Inspiredsimji to the list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Edosurist** on **August 13, 2012, 01:33:13 am**

Well, you guys can move on and put me down the list by... like 5 slots. Some things came up. Thought it was all done, sorry :/

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Logic** on **August 14, 2012, 08:06:48 pm**

Oh, wait, I made the world go into The Age of Legends? Neat!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **August 15, 2012, 11:00:45 am**

Hi

Well, i just saw that apparently my turn has come one week sooner that what i expected. I will begin now.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **August 15, 2012, 02:41:42 pm**

Heh, this story consists of 65k of symbols. I think that's a damn lot, I never wrote so much. I'm glad I ended this story.

Diary of Sarvesh Worksound the Gills of Crafts, the dwarven necromancer, final entry.

"Days pass after days. We are getting attacked everyday. Everyday we fight them off and carry on - I'm usually too tired to revive everyone. I don't know why it happiness or why they are attracted to our rotting horde - be it their "good" alignment or some magic. I noticed that everytime kobolds ambush us, Bralbaard's amulet started to emit strange, hot light that even left scars on his neck. This isn't a coincidence. The gods and the amulet don't want us to get to Dinnerwandered. But I don't care what they want, I go my way. Interestingly, their army is always proportional to mine. They just attack in the same numbers as my army. Now I think that isn't a well-coordinated plan of assassination - they would overwhelm us. They are summoned from elsewhere to my position.

We are getting closer back to the Dinnerwandered. We have crossed giant wasteland, numerous mountain halls (the same, as always, carnage ensued) and some quiet forest. And we are entering the Hills of Murdering, into the valley where human civilization of Omon Woge built its cities.

And so we ravaged through them. Citizens ran away in fear, trying to "save" their lives. Everyone who didn't do this was accepted into our hordemind. The news of my return came there, raising poorly-trained militia to stop me. Fools - I cannot be stopped.

Because of my rather famous arrival, they started to run away before I managed to get there, even if I went there as fast as I can. Fear for own life can enhance someone's attributes, forcing to do the impossible and beat the invincible (not in my case).

Honestly I cared more about those unfortunate souls I have left in numerous battlefields that mark my path. I want to pay them for my haste.

...I stand on a hill that gives me a nice sight over a sleeping city of Dinnerwandered. I don't think anyone would ever manage to stop me from my quest. And so I command my horde to gather at the keep of the lord. Before this, I took the amulet from Bralbaard to invoke it. I've asked the essences of many mortal dwarven kings to hear my call. They did answer - in anger at my "heresy", but I managed to contact with other mortal - my sister. I... know where she is. Being a slave to a master in some dungeon, deep under some human port city. She looks rather sad, but at least she wants this "family reunion". I was afraid that she finally forgot about me and those happy times at our mountain hall, after all.

The spoiled smell and loud moans did manage to wake up some of resident humans, but they were too afraid to meet us, instead they locked their doors. We had some clashes with guard dogs that were pissed off because of our arrival, and sometimes bloodthirsty carps broke through the locked doors and killed everyone inside. Horrible screams of having every part torn away, but I got used to it. They can re-enter this world as immortal gods of new faith.

Guards raise alert, as we enter the keep, but no one comes to help them.

Finally.

That familiar hall with marble tables. Bralbaard seems about as excited as I am. He runs to nearby table and takes off the amulet. He peers into it for long time, like he's trying to seek something inside, but then he sighs and reluctantly drops it onto the table.

The amulet becomes red hot as never before! It hisses and goes invisible right on our eyes. I look down the table to check if it just made a big hole and fell through, but no. I can feel it being near, but no visual signs of it's very existence.

Meanwhile, Bralbaard falls limp, and I understood something: with his goal of retrieving Mournsaints to the museum completed, he had no purpose in life anymore, other than just serving my will. He just... fulfilled his meaning of life and so it came into the end. He died happily.

I also left that treasure from my trip to Silverywind: golden coins, crown and rings. I have nothing that connects my goal with museum anymore, so we have to move away. None of the books piques my interest, and I'm not a thief to steal what belongs there.

We made a sort of wheelbarrow and carried the corpse away for proper burial. We stopped at a very nice place near a river, and built a proper tomb for Bralbaard, leaving him and his possessions for everyone to come and honor him.

May his soul rest in eternal peace, forever. I proclaimed this place to be named "The Tombs of Heroes".

And so we went away in a hurry. I have to meet with my sister, I have so much to tell her about those years I have spent without her. I'm eager to finish my life.

Kobolds attack us everyday as we move through endless rivers that bring water to this barren place. Someday, they will get me... or not?"

And so, the written part of Sarvesh Worksound's adventure ended. No one knew where he died, as he had no living and brainful companions. Some rumors heard from captured kobolds told that he was slain on a river that was near a lone mountain, on his way to some human city. That city (where his sister believed to be slain 10 years ago) was preparing to meet his assault, as news of his possible arrival came there. Some adventurers tried to find his corpse to uncover some dark secrets or loot he might found in Silverywind, but no one managed to find described place. At least for this very moment.

Will his soul ever find rest?

Mind of Sarvesh Worksound:

"Pain. It forces me to concentrate from everything else to my soon death.

I knew that they gonna kill me. There is always a chance for a silver arrow to bypass my superdwarven skills and pierce through my steel breastplate and iron mail shirt.

Now they are stabbing me, cutting and severing my limbs as I scream. Internally, my throat is filled with blood. I still roll away from their attacks, but I won't hold for long - it's time for pay my debt. And so, some kobold deals the finishing strike to me.

My soul is free, and is ready to serve it's time, for all I have done"

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **GrizzleBridges** on **August 17, 2012, 06:29:05 pm**

Much as Im enjoying reading the adventures, can I be removed from the turn list please?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **August 20, 2012, 02:47:23 pm**

Quote from: Tehsapper on August 15, 2012, 02:41:42 pm
Heh, this story consists of 65k of symbols. I think that's a damn lot, I never wrote so much. I'm glad I ended this story.

That's definitely the longest story we have so far, and the longest distance covered as well, quite an achievement. Thanks for dragging my corpse all the way back to civilization. I'll update the turn list.

Also I had not posted this yet, but before dying, my last adventurer learned a new thing about Tongsrace; besides the demons we already knew about, a lot more is wrong with this place:
Spoiler (click to show/hide)

Also, is there any news about your turn yet, broken?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **August 25, 2012, 03:26:34 pm**

Allright it's been ten days since Broken last posted, We'll move on to the next player.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **September 02, 2012, 01:47:04 pm**

And the next player.. I've PM'ed Eric Blank

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **September 02, 2012, 03:03:28 pm**

if i build a fortress in a save, and manage to upload it, can it be used?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **September 02, 2012, 07:22:59 pm**

Ok, despite what I told Bralbaard, I found time to play today. So here's the frist four days of adventure.

Spoiler (click to show/hide)
Journal of Peklod Hollowwhirled the human merchant of... Something or other.

17th Malachite, 1075

Economy's been crap lately. The nobles are foreclosing on houses all over the valley. Since I've already lost mine, and every scrap of wealth that went with it, I am left with two options; die a beggar, or die an adventurer. I always loved to roam, selling wares between towns. If I can just get ahold of some money...

18th Malachite, 1075

Yesterday was crap. After my morning's journal entry, I set out to find someone in the village that can afford to spare some change, or work cooperatively with me. No such luck. I resorted to joining the militia as a scout, as the king's men are awarded a shield and weapon as part of their uniform. I'm not supposed to get the rest of it for a few weeks, but I took an old rusty copper shield and a spear with a silver point. Today, I set off to roam around town. First objective is to pay the local criminal gang a visit and see if I can't catch a couple of them off-guard to thin the herd.

19th Malachite, 1075

Yesterday was also crap. After sneaking through the woods out of town, headed west-north-west, I ran into a honey badger. She became very angry with me, and decided I needed to be taught a lesson. It was at that point I realized I have absolutely no combat experience, and I left before taking any real training courses. It took a few hours to actually KILL the damn thing, and then I ran off before I could chop her corpse up because

something else was crashing through the bushes to get at me. For all the experience I have as a merchant and scholar, I'm still just a peasant in a world of heros.

I ran, and found myself at some dwarven settlement, where I found a tomb, a hole in the ground, and a dwarven woman with an axe packing her things in preparation to go to the capitol. She let me stay the night, and explained that the tomb belongs to some hero named Bralbaard or something, who perished a hundred miles from here, and was brought back specifically to be put to rest. I thought dwarven tombs were usually underground, but nothing has been "usual" lately. I wish I'd listened to gramps; he always said the world was taking a dive, that none of this was "normal" and it was only going to get worse. As far as I've seen, worse is normal, and better is only a dream.

She let me have all the goods she didn't intend to keep, including a large supply of food and drink. Today, I'm going to grab that stuff, a large statue they left in the workshop outside the tomb, and some gems I found deep in the mines, and load it up on her spare mule. Sell it off at Dinnerwandered, fter I escort my new friend there.

I got a hell of a lot more for that crap than I'd expected! 1087 stars or something like that. The dwarf took her mule back afterwards, but didn't ask for a part of the money I got selling it. I'm on my own again, but I found a new personal objective: bring some sort of artifact to the keep of Dinnerwandered. They didn't like the statue I brought, though. "Too boring, not enough historical significance." Yet they had plenty of eggs of animal people, and dragons. That's not really "historically significant" if you ask me. Bah. Hysterical significance this statue has plenty of, though, being a statue of a dwarf being accosted by a swarm of roaches. I left it outside the door to the keep, since I couldn't sell it and I didn't want to drag it around forever. Apparently the keep was attacked recently or something, as there were corpses all over inside and around the keep. Some of them had pouches of coins on them, which, obviously, I kept for myself. With inflation as high as it is, I may need something around 5000 stars to actually buy my own property, and I'm going to buy it outright rather than pay annually like my mother and grandfather did. Probably no such thing as "income" outside of killing and looting anymore, and I don't want to kill and loot forever.

Third entry today; I stopped by the dwarven ruins outside the city tonight. Not the tomb again, some other ruin I'd never heard about until I stopped in Dinnerwandered. It's a bit more impressive than the tomb was, but infinitely more of a wreck. Corpses everywhere. And the yard is infested with animals of all kinds; hundreds of them! I tried to get some hunting in, but more badgers kept showing up, and then a falcon started buzzing my head. I'm sitting in the dark of the ruins, now, a few stories down.

20th Malachite, 1075

This morning I barely escaped the ruins with my life. Dingoes and badgers, and that damn falcon again! I fought off the dogs and angry rodents, and managed to corner the falcon after it flew indoors and bonked it's head on a wall. I think it was organizing the other animals. Elven witchcraft!

After butchering one of the dogs and a badger for the meat, I made a run for it. I'm actually pretty far along the road now, towards the bandits' camp site.

Again, another entry. Along the road I got jumped by hideous beasts! Consulting my memory of the Bestiary of Cavern Wildlife, I believe they were both troglodytes. And, better yet, I believe I've heard of this pair of quasi-bandits. Their names were Lanirrithol, the male, and Ottansobir, the female. I believe those translate to Slynoble and Mindfulrelease, respectively. I managed to take them both down. Which is lucky, because Troglodytes are almost as intelligent as any of the races composing the actual civilizations, and these two were known killers. I still don't think I have much experience, so I need to be more careful as I continue to the camp. Their corpses are pretty small, so I guess I'll lug them along with me and turn them in when I get back to town.

There's another falcon watching me from the trees. It's up to something, I just know it!

There are way too many bandits, and I've heard this gang knows what they're doing. I don't think I'll be able to handle this...

Hahaha! I did it! The leader was away from the group, when they spotted me at a distance. I led them into a pool nearby, where we fought. I honestly didn't think I could do it, but she tried to tackle me and we both fell over. I stood up, and managed to get a crippling blow in. It still took maybe an hour wrestling in the mud before I could smash her skull in, but I finally did it! This is sure to get me a promotion, if I make it back!

21st Malachite, 1075

I didn't make it back to town before nightfall, but I did manage to make it inside before anything wierd happened. Still not rich enough to buy my own property, unfortunately, but the villagers were pleased to hear the bandit gang had one less for leadership, and the rabid trog couple had been lovingly married in death. Hopefully the bandit gang dissolves after this.

The ruler at Dinnerwandered, whoever the hell that actually is, will let adventurers retire there if they bring back a significant historical artifact, so that is still my goal. I've gone well beyond my duties in dealing with the bandits, so today I'll be searching for something else to do locally, beyond my commander's orders.

I've met a fellow peasant by the name of Tode. She's been homeless for a while as well, and jumped at the chance to regain her reputation after begging for the last few months. We're setting out to see to some of the other dwarven settlements nearby. There's a fortress named Legendfountains a day or two to the west that apparently hasn't been as popular a stop for adventurers as some others. I think we'll go there.

Three notable kills, including those two trogs, and seven random animals so far. No pictures, though. Sorry.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **September 03, 2012, 01:50:33 pm**

Ah, it's good to finally have some updates. The second fortress you visited was Sunkengem? Its not much of a fortress, I build it to quickly produce the tables for the museum. It does however provide access to the caverns, but as you have noticed, that has caused some troglodyte problems in the immediate surroundings.

[Quote from: Aseaheru on September 02, 2012, 03:03:28 pm](#)
if i build a fortress in a save, and manage to upload it, can it be used?

I'm not sure if this is what you intend; but you can only play if its your turn, which means you'll have to sign up. The good news is that the turn list appears to be moving quite fast.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **September 03, 2012, 11:00:16 pm**

Sadly, Peklod never earned herself a decent house. Immortality was her next great goal, but glory is for the dead, and you can't have both at the same time, you know?

[Spoiler](#) (click to show/hide)
Continued Journal of Peklod Hollowwhirled.

22nd Malachite, 1075

I and Tode are a little ways outside of Dinnerwandered. We camped for the night in a field near a village, after spending most of yesterday talking to

people about the local dwarven excursions. Not much to know, I guess, besides that Legendfountains is a pretty safe locale to visit. Only one or two famous heroes have gone there, and not many petty looters. I guess we were right to choose it as a good first stop, but I also get the feeling that the villagers don't want to "send two pretty little women to their graves." They imply Tongsrace is a pretty terrible place to behold compared to Legendfountains, as many looters venture there and never return. We'll be continuing the journey to Legendfountains today regardless, and maybe scout the area around Tongsrace afterwards, ifwe don't return with enough loot to buy property or impress the nobility.

23rd Malachite, 1075

Yesterday was a drag. Spent every waking hour of the day hiking through the plains, and got ambushed by a cheetah. Had a good lunch, I guess, and we made it to Legendfountains just as the sun was setting. There was still a falcon following us the whole way. Didn't get to see it set; we talked to some dwarf claiming to be the expedition leader, who gave us the OK to stay the night, and essentially flopped on the grass, exhausted. This morning I wandered down the ramp in the north of the compound's interior to find some nicely furnished space for trading, and a couple workshops. Tode is awake finally, so we'll scout the rest of the area now.

It's a freaking maze. I have no idea why it's even here, but it seems to be the only other thing besides the main compound. There's a bunch of tunnels winding every which way and sometimes doubling back on themselves, but not much in it but barrels of food and booze. Took those, at least, because it'd be possible to sell them at a decent price, even if they're a bit scuffed up.

We found the end of the maze, finally. Beyond it was a staircase leading to a more impressive living space. Just a fairly grand, multi-story dining room and kitchens so far, but that's better than dirt. Picked up a couple of these carved rocks I've been finding along the way. Hopefully someone wasn't trying to use them as a trail to lead them back out. Should have made a map, instead. They're actually more like crafted gemstones, though. Gabbro, I believe. Everything down here is gabbro or dirt. Also foudn a statue of a dwarf being eaten by a dragon. According to a little description, the dwarf's name was "Doren Hotsack" and the name of the dragon, Kovest Fieryheated the Wealthy Brands of Bejewelling. That's a lot of flaming-hot family jewels! More "hystery" for the museum! There's also a statue of a mroe recent hero named Rane Roomswallowed the Incinerated Secrets killing some other human. It's quite exceptional in it's design. For a third, then, there's a statue of a little kobold killing a human, also quite exceptional in design, and a statue of another kobold being slain by a dwarf. So, from this hystery lesson I learned that: human < kobold < dwarf < dragon. Either that or that life sucks and I should end mine soon. They're not THAT heavy so I'll stuff them between some barrels of food, and make a dolly cart with little cabochon wheels and haul them back to the museum. Genius! There's nothing else down here, though, so I guess we'll just head for the surface.

Before I go, I'll at least describe all the statues in the dining hall. One of them depicts the same kobold that killed a dwarf being killed by another dwarf, the militia commander. Another is absolutely beautiful, and depicts a legendary hero's flight into the forests in 82. The dwarves keep very good records, for all the peoples of the world... I suppose the museum is our most meagre attempt to keep up with their historical libraries. I'm almost depressed to think that I'll only ever live to be half as old as any dwarf. Better off than them kobolds, I guess!

As we leave, I notice the dining room actually connects directly to the trade depot above. Damnit, I'm going blind! Eh, sun's going down now, anyway. Goodnight, journal!

24th Malachite, 1075

Today we'll be heading back to Dinnerwandered.

Kobolds happened. I've been shot up pretty bad. One of them's in my heart, I think, cuz it won't stop bleeding, and it's really bad. I love you, mom. I'm sorry I didn't just get married like a good little girl.

The rest of the page, along with every page in the journal prior to the beginning of the young woman's journey, is stained with blood. If you weren't a kobold by the name of Shluthlarsnin Viseyearlings, you might actually care enough about the plight of Peklod Hollowwhirled, that "Amber Drip of Spinning" as you called her after she stabbed your boyfriend in the face with a spear, to learn to read those neat little scribbles in this neat little leathery-waxy-thingy that unfolds like a hundred sheets of the finest cloth. As it stands, insulting her memory sounds like a good idea, but you'll keep this as a trophy, maybe even trade it off to some bandits to let you live if you get in trouble later. There's another section between two of the pages, written in some powder on black cloth:

Spoiler: Very large image. Open it in another tab or something, maybe. (click to show/hide)

To finish my adventure, I actually DID leave the corpses of those troglodytes at the museum, on a table, along with a statue outside the door. I hope that's a suitable offering, because you're not getting those statues unless you want to search all through the hills to the east-south-east of Legendfountains. I think I died somewhere near the second brook away from it.

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Bralbaard on September 04, 2012, 12:08:54 am

Ah, some more proof that human<kobold then...
Are you going to build a fortress?

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Eric Blank on September 04, 2012, 12:28:22 am

I am, yes. Already embarked.

Question: How should I deal with those migrants that show up as an @ and don't count towards the fortress population, on account of previously being merchants? I got my first wave of migrants; one legendary miner (!!whoo!!) and two of these losers that are still idling out there where they spawned.

I think there was a DFhack plugin that handled it, but I'm not sure.

Well, it doesn't look like the fortress will last much longer. Necromancers are a real pain in the arse. 2 dwarves and a comatose vampire are all that's left fo my fortress, and it doesn't look like migrants will have any chance whatsoever of surviving. I'll fight it out to the bitter end, though, because there are *only* 100 zombies around, and I'm positive I can drive that number higher. Which will make it more fun for adventurers!

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: NCommander on September 04, 2012, 07:21:32 pm

Quote from: Eric Blank on September 04, 2012, 12:28:22 am

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"fixmigrant" is the command you want, its a longstanding bug in the 34.xx series.

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Eric Blank on September 08, 2012, 10:21:14 pm

~~Still going. Barely. I'll probably upload tomorrow night, right as the one-week limit ends.~~

Alright, I got waylaid by the dreaded algrebra, but I finally have the fortress in an abandonable state and uploaded. I left out the hordes of undead purely because I hated them. The fortress still didn't get far, but it's more than just a *little* hole in the ground. There were a couple artifacts, a couple books necromancers left behind, and some historically significant silver goods. I used DFlair to keep it all intact. I hope.

<http://dffd.wimbli.com/file.php?id=6906>

It's about a 2-day journey there and back from the nearest human village.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **September 14, 2012, 02:45:42 am**

I've updated the map, its getting quite crowded with adventuring locations:
[Spoiler](#) (click to show/hide)

I've also send Edosurist a PM

Edit: No response, Lighningfalcon is next.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Lightningfalcon** on **September 21, 2012, 02:38:48 pm**

Will try to get staryed this weekend. Currently at pastry shop witb phone. Doing security for NJROTC at the homecing game, which will be lost, and then have Cyberpatriot practice tommorow.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **September 25, 2012, 12:09:03 am**

Any news yet?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Lightningfalcon** on **September 25, 2012, 04:14:28 pm**

Alright, thought I was going to be taking out a bandit camp while decked out in armor and with two axedorfs as backups, but actually had my first expierence with a necomancer tower. I think. So... working on a fort now.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **September 26, 2012, 01:34:29 pm**

It could have been a bandit camp, If I recall correctly necromancers in worldgen live as bandits for a while untill they gather enough corpses to help them build a tower. It sounds like this young necromancer has gathered three additional corpses now. Legends mode may be able to tell you more.

Also are you doing a writeup of your adventure? did any other interesting things happen?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Lightningfalcon** on **September 26, 2012, 02:27:40 pm**

I made my adventutrer. I went into a hoise that had two axedorfs. I then went to the site of what I thought was a camp, saw a buding, and went in. I then immidiatly started ru.ning, but had y leg nerve cut, and killed soon after. Also writing thos on my phone.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Lightningfalcon** on **September 29, 2012, 01:02:01 pm**

Go ahead and pass it to the next person. I won't have the time to make a new fort, and I didn't even get a single kill.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Putnam** on **September 30, 2012, 01:18:19 pm**

I'll get right on it.

Journal of Kima Añuñesik, 23rd Malachite, 1089.

Morning: I've heard of a place in Dinnerwandered that contains many riches. Haha! It accepts from anyone. OFF TO GLORY!

Evening: Well, there are a lot of corpses here. Haha! Surely these are the people who have worked to add to the greatness of this museum. I shall not join them! With my sword of silver and skirt of panda leather, I shall not fail!

24th Malachite, 1089.

Morning: With a bit of pragmatic thinking, I realized that a silver sword may not be the best method of attack!

Evening: Why, if I could find a shop that sells anything but bone crafts, I would be happy! Haha!

25th Malachite, 1089

Morning: I've decided to go to a town to the northwest to see if there are any weapons shops there.

Evening: Oh, there don't appear to be. In fact, everything's abandoned. I'm tired. Tomorrow will be another day. Haha!

And then the bogeymen got him because the silver sword and armor weighed him down and YOU CAN'T DODGE BOGEYMEN.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Putnam** on **September 30, 2012, 06:14:56 pm**

Uploaded save (<http://dffd.wimbli.com/file.php?id=6986>).

I was woefully unprepared for tower sieges... and fire.

Also, the save is called "20" instead of "19". Whoops.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **October 01, 2012, 08:42:21 am**

Disasters like that make the fortress much more interesting for exploration. good work :P

I'll PM the next person. I don't have time to update the map now, as I have to catch a flight in a couple of hours. I won't be able to read the forums until probably this weekend.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **October 01, 2012, 12:21:54 pm**

I'd like another chance in this game. Another turn, please!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Furohman** on **October 01, 2012, 05:28:39 pm**

Just got the message, I'll get to it shortly.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Furohman** on **October 03, 2012, 02:33:30 pm**

Nine Visewave, elf among men.

Spoiler (click to show/hide)

It has just come Winter in the year 1090.

My name is Nine Midebíru ("Visewave" in the human tongue). I am an elf. An strange sight in these lands, perhaps. Though that was not always the case.

I have served the town of Vicuanig "Snarlcheeses" for over 100 years as bowyer, as hunter and when need be, as guard. I was here for the town's founding and I intend to be here the day I die. Visitors find me to be unusual, but the locals see me as something of a symbol - I have been here longer than most of them have lived, after all...

I was Born not far from here in 838, when this land belonged to Ave Anomi, the northern elven kingdom. Most of the elves moved south when the humans began to settle in their lands, not prepared for war in any sense, happy to go. Our races were not friendly in those days Though I consider myself of Ave Anomi, the time of our kind is coming to an end in these northern lands. The time of defined racial kingdoms is over, in my eyes. So I live with the humans in Omon Woge.

I would not flee like the others, the other races must see that elves are not cowards, nor do we see ourselves as above the humans and dwarves - at least, I don't - and we are not to be hated, or feared. So I stayed, to aid the humans any way I could with my prolonged lifespan. They pass on so soon it is a wonder what they can achieve...

My good friend Amic, one of the local farmers, is full of rumours. Almost 40 years ago now he told me of a museum in the town of Dinnerwandered. A town he had not too long before described as a "Desolate den of beggars and thieves", and I had wished them silent luck in not being thieved or begged from too much. It would seem that did them some good, but the museum alone was not enough to save the town from its inevitable decline that sadly not even the ancient cities are safe from. A collection of curiosities amidst some ruins, perhaps I would find the time to visit it some day. Perhaps contribute to it, too... I doubt elves are fairly represented in its halls.

Anyway, Amic today told me of a foul vampire terrorising the nearby hamlet of Opcobár, or "Evermoral", just beyond the hills at the end of his fields. Usually I would not bother with the affairs of another village, but this creature risked visiting our town in the dead of night, even Amic's own farmhouse. He said they'd described her as dark skinned and masculine, but with bright white hair down to her waist and incredibly narrow eyes. She certainly seemed recognisable, this shouldn't be any trouble at all.

Now, for somebody who has lived in The Wandering Hills for so long, I have not done very much wandering. I have walked to the top of Amic's hills and seen Evermoral from a distance, but never visited it myself - even when many of the villagers make the relatively short walk for the harvest fair. The following morning I set out an within a few hours I was crossing the farms of Evermoral, bow slung over my shoulder, recieving funny looks from labourers in the fields.

The town was a small cluster of houses around a small market square and well, with a few outlying and nestled among the hills. I approached an outlying group of houses and knocked on the door of the one on the end. A well dressed man with an impressive mustache answered the door. He had quite obviously been crying, but acted as if nothing was wrong when I questioned him about it. He eyed me suspiciously, people here were already less accepting than those back home.

I asked him if he had seen anybody matching Amic's description of the vampire and he gave me a name, but only after realising he might be in danger; Thon Shibbikiros. Suddenly he was very open about his problems and looked increasingly worried. He said his wife worked for the mayor, a tax collector. He said she'd never run into any problems before, that it was a pleasant village and they hadn't even into run into a petty thief in over a decade... I remarked that that wasn't a very long time at all, he frowned.

I proceeded to make my way around the town, not spotting Thon anywhere. I did walk in on the site of a fight though, a crossbowman clad in armour slumped against one wall, a farmer against another, both badly mutilated. Maybe the taxwoman's husband simply hadn't been out much as of late? Apparent bystanders said it had happened quite some time ago, long before Thon had arrived in town and they doubted her involvement greatly.

Most other houses turned up nothing and I was beginning to lose hope. One more had a surprise for me, a dwarven merchant. He said his name was Id, he'd been travelling Omon Woge selling rock crafts for decades now, completely alone and never seeing another of his race. I felt an attachment to him, we were quite alike in truth. We had both forsaken our kingdoms to live with the humans, though I for pride and he for greed. we shared a drink before I continued my search.

The sun was beginning to go down when I glanced to my right and noticed the narrow pathway leading to a tiny cottage built almost into the hillside, beneath a tree. How pleasant. I decided to head there, it was on the way back home after all.

As I approached I noticed quite a bit of movement inside. Some muscular looking men were inside the open door looking worried, and at something further inside. I quickened my pace, curious.

A woman's body, broken on the ground as the guard and the farmer in the house before. She wore fur robes and a silver dagger was hooked into her belt. Was this the tax collector?

As I moved to step inside, a dark skinned woman came out from behind the doorframe to pass me and our eyes met, she had bright, white hair and seemed to be even more muscular than some of the workers inside... This was the vampire. She seemed surprised to see an elf, and narrowed her eyes, before looking away and going to lean on the wall outside. I paused and looked her over. She was dressed in a simple tunic, but with a heavy leather cloak, gloves and boots... And so much jewelery. Bone of some sort, a crown and rings, earrings which seemed to be made from dark hair. It was only with the teeth on the string around her neck that I realised that it seemed to be human...

She turned to me, noticing my staring, "What do you want?" she growled, with a deep voice.

I said nothing and I turned on the spot and walked away from the cottage, almost panicking before slowing and stopping halfway back to town. I

turned again, pulling my bow from my back and an arrow from the quiver, drawing the string.

"I know what you are, Thon!" I called out as she stood up straight in surprise, eyes widening. I was shaking.

My arrow fell slightly short, but hard into her foot. That did not stop her, she's screaming in a rage, she's torn it off, leaving the arrow in the ground with a toe and chunk of boot. Within a second she was on top of me, terrifyingly quick. She threw her weight onto my chest and I heard a rib crack, before I'd felt it. With lightning speed she drew her knife and slashed apart my left arm.

On the ground, all I can do is reach for another arrow and jab it into her body, only barely piercing the skin. She brings her hand down hard, crushing my hand with the force of the blade and the ground. She raises her knife above me, I am helpless.

A heavy shape tackles her from behind. I pass out.

Some time later I awake in agony. A mob is chasing Thon back towards town. By some miracle I have survived. I blink. Later again, I wake up.

Everything is sore.

I grab my bow and hook it over my shoulder, cradling my crushed hand. Barely able to stand I stumble around, the mob seems to have dispersed. I don't see the vampire

I stumble around some more, almost blind. A man runs by me, maybe the same who saved me. His hand is gone and he is screaming. My pain seems to feel like nothing now... I head the way he came.

Another villager is rolling on the ground clutching his foot. There is blood all over the ground. A dead peasant. Further into town. Another. The trial goes cold.

I head back towards the cottage, I hear fighting as I approach. The vampire looks exhausted - how long had I been out? A bloodied labourer is swinging at her with her own knife, but somehow every time Thon managed to dodge.

There are bodyparts everywhere. The one handed tanner is lying in the fetal position surrounded in vomit on the cottage path.

I wish I could use my bow. Instead I stumble in to help, reaching for my dagger with my good hand... But taking my hand from the wound is too painful. My left arm is in no better shape to help.

I watch. Thon starts to gain the upper hand again... I HAVE to help. It's why I'm here. I dive in behind the fiend and wrap my arm around her neck. She struggles but I maintain my hold, she's tough but I can hold on longer than she can breathe... Her arm comes up sharp and stabs my grasping arm with her knife. I pull back as a reflex and she's turned to me now, she knows I'm the threat. Or maybe it's that I'm an elf...

I try to turn to run but she trips me and my head hits a rock. She raises her weapon again, and this time nobody comes.

[Spoiler](#) (click to show/hide)
Well that went badly... Glad I took a ton of notes 🤔
The idea was to be all inspired by that first quest and actually want to go to the museum but AH WELL. Maybe even just Thod's Human Tooth Amulet
Save game: <http://dff.d.wimbli.com/file.php?id=6997>

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **October 05, 2012, 02:24:46 am**

Great writing, I would have loved to read more of Nine Visewave's adventurers, but sadly she is part of this worlds history now.

I have updated the map with Putnam's fortress, and have send Jagreenlern a PM:

[Spoiler](#) (click to show/hide)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Titanium Chicken** on **October 06, 2012, 03:38:16 pm**

I would like to join, unless it's too late to apply.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **October 07, 2012, 12:46:29 pm**

No problem, I've added you to the list

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **October 08, 2012, 09:55:22 am**

i wish there was a way of importing fortresses.... i am playing a goodone for adventurers...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NAV** on **October 09, 2012, 02:11:10 pm**

Guess who wants a turn?
[Spoiler](#) (click to show/hide)
I want a turn

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Canadark** on **October 10, 2012, 09:46:02 am**

Please add me to the list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **October 10, 2012, 06:11:55 pm**

Turn please.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Atomic Chicken** on **October 11, 2012, 10:12:44 am**

I would also like a turn.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **October 12, 2012, 02:44:27 am**

Atomic chicken, are you the same person as titanium chicken who applied for a turn several days ago? The only posts for both of you on the forums appear to be in this topic. If you have changed your forum name, that's no problem, I can replace the earlier version of you on the turn list with the new you. If you are two separate chickens, let me know.

I've updated the turn list with the other new players. No reaction from jagreenlern, he has not been active on the forums since he applied for a turn, so I guess we can safely skip him.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **October 12, 2012, 10:10:15 am**

THAT CHICKEN IS A SPAH!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **October 12, 2012, 02:10:54 pm**

or they both are...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Don Blake** on **October 12, 2012, 03:10:32 pm**

I would like a turn at this.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Titanium Chicken** on **October 13, 2012, 04:19:11 am**

[Quote from: Bralbaard on October 12, 2012, 02:44:27 am](#)
Atomic chicken, are you the same person as titanium chicken who applied for a turn several days ago? The only posts for both of you on the forums appear to be in this topic. If you have changed your forum name, that's no problem, I can replace the earlier version of you on the turn list with the new you. If you are two separate chickens, let me know.

I've updated the turn list with the other new players. No reaction from jagreenlern, he has not been active on the forums since he applied for a turn, so I guess we can safely skip him.

No, 'Atomic Chicken' and I are not the same person, though he is an irl friend of mine. I'm relatively new to DF and haven't had much time to post on the forums, though I thought I'd reserve myself a turn in this succession game. Sorry about the confusion, admittedly I should have said something earlier.

[Quote from: Eric Blank on October 12, 2012, 10:10:15 am](#)
THAT CHICKEN IS A SPAH!

Thanks for the warm welcome. ::)
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: Bralbaard on October 14, 2012, 09:40:47 am</div></div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Quote from: Titanium Chicken on October 13, 2012, 04:19:11 am</div><div>No, 'Atomic Chicken' and I are not the same person, though he is an irl friend of mine. I'm relatively new to DF and haven't had much time to post on the forums, though I thought I'd reserve myself a turn in this succession game. Sorry about the confusion, admittedly I should have said something earlier.</div></div>
<div>Ah that explains it. I'll add atomic chicken to the turn list, and will update and reorder the list now that the confusion has been cleared up. Thanks for the reply.</div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: Pie Maker on October 14, 2012, 12:44:04 pm</div></div>
<div>Can I also join?</div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: peter1 on October 15, 2012, 02:14:35 pm</div></div>
<div>it my turn? ok I will download the save</div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: Commodore1024 on October 16, 2012, 08:12:08 pm</div></div>
<div>This sounds like alot of fun! I would love to have a turn with this.</div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: Eric Blank on October 16, 2012, 08:18:48 pm</div></div>
<div>Braalbard, stop attracting so many of they escaped lunatics! Did Toady hire you to help recapture them or something? :P</div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: Bralbaard on October 17, 2012, 02:49:52 pm</div></div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>What's up with the escaped lunatic title for newbies anyway, it doesn't really sound like a nice welcome. Anyhow its a good thing that more people join the community. I've updated the turn list.</div><div>Also, any news yet Peter1?</div></div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: Commodore1024 on October 18, 2012, 04:12:04 pm</div></div>
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<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: Pie Maker on October 19, 2012, 11:22:18 am</div></div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Quote from: Bralbaard on October 17, 2012, 02:49:52 pm</div><div>What's up with the escaped lunatic title for newbies anyway, it doesn't really sound like a nice welcome. Anyhow its a good thing that more people join the community. I've updated the turn list.</div><div>Also, any news yet Peter1?</div></div>
<div>Actually I think it's one of the most creative and original newbie titles I've ever seen.</div>
<div>And since people here seem to get ranked according to their level of insanity, i guess it's actually a compliment. :P</div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: Bralbaard on October 19, 2012, 03:55:33 pm</div></div>
<div>I'll be away from the forums for the next week. I'm expecting either new additions to the museum once I return, or gruesome details on what went wrong during collection of those items.</div>
<div>have fun!</div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: peter1 on October 20, 2012, 10:28:46 am</div></div>
<div>sorry, real life got in the way. update later today</div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: peter1 on October 20, 2012, 03:11:55 pm</div></div>
<div>I am pyell battlebaker.it was the 15th of moonstone,1090. I decide to become a adventurer. I decide to go to The Tomb of Heroes. While I was going there, I saw a group of impala corpse. I kill 4 of them, then I thought they all dead.Big mistake! As I was walking away, it turn out that two of then are still alive. They atack me and then killed me.</div>
<div>start fortess building now.</div>
<div><div><div><div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div><div><div><div></div></div><div><div></div></div></div></div></div></div> <div><div>Title: Re: The Museum: Adventure item quest (adventure succession game)</div><div>Post by: peter1 on October 27, 2012, 02:41:47 pm</div></div>
<div>here the save http://www.mediafire.com/?r1aw5v8w2txgqp8 (http://www.mediafire.com/?r1aw5v8w2txgqp8)</div>

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **October 27, 2012, 03:28:35 pm**

Thanks for the updates and the save. I'll send Kromgar a message and I'll update the map.

Edit: Kromgar still has a surviving adventurer from his first turn so he can play with his old character if he likes. That was quite an epic turn by the way, Kapslung Dapsaning killed our vampire overlord and choked the rest of the staff of the museum to death with his bare hands.. but that was 20 turns ago, I wonder how his character has aged since, or failed to age. (he brought us the secrets of life and death if I recall correctly..)

Edit 2: It seems the fortress in the save game was not abandoned before it was uploaded. Kromgar, you'll have to abandon before you can play.

Edit 3:The new fortress, plankstirred is located very far to the south and on the continent known as 'The Land of Amethysts'. It will be even harder to reach than Silverywind was. It's in the southeast corner of the large map:
Spoiler (click to show/hide)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **October 29, 2012, 07:53:44 am**

Whoa, next in line! I'm glad the project's survived this long!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **October 29, 2012, 03:13:33 pm**

Alright I just got the message. I am a bit busy with schoolwork so I will start my turn thursday night if thats cool with you.

Would be amusing if I played him and he died of old age on the spot due to the length the game has had.

I checked legends real quick... He is 65 years old. I probably wont get to play him again if he doesn't die...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **November 04, 2012, 01:31:28 am**

Any news?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **November 06, 2012, 08:31:44 am**

How long is a turn? 10 real days or until in-game death + fortress building?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **November 06, 2012, 02:28:26 pm**

From the first post:

Quote from: Bralbaard
When it's your turn your adventurer has one (real time) week to collect -one- item and bring it to the museum or die trying.
To keep things interesting there's something extra: if you die early, or if you manage to collect an item well ahead of schedule you can use the rest of your week to (secretly) build a fortress

These deadlines are mostly there because I do not want to lose a lot of time on fortress building, because the focus of the thread is on adventuring. In fact the fortress building logs are not posted, so it is effectively down time for this forum topic. If the deadline of a week is broken by several days for a long lasting adventure that should not be a big problem as long as you keep us informed on whats happening. However, with this large amount of people waiting for their turn I think its only fair for us to try and stick to the schedule as much as possible. You can also finish your adventure and post the end of your story after submitting the save game, people have done that before, and it gives you more time to write a good story.

New fortresses are definitely welcomed though. Keep in mind while building one that it should be fun to explore. We have not yet explored any dangerous fortresses yet, the ones that were visited have been quite friendly places but I know there are a couple of *interesting* places on the map. I'm looking forward to any adventurers that dare to explore those sites.

With all that said, it's been a while since we've heard from Kromgar. I'm really hoping he already has a story written down, I'd like to know how the story he wrote during his first turn continues.
We'll wait untill thursday, if we haven't heard from Kromgar by then we'll have to skip him.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **November 07, 2012, 01:24:30 am**

Sorry... Do you mind If I do it late friday? Otherwise I will post it late thursday.

Edit: Oh fu*** me. I went to go and play my adventurer again. I was back in the museum... after I had gone far south I guess I shut my computer down while Dwarf Fortress was playing forgetting to save. I am so upset now... If you could give me up to saturday as an extension... otherwise yeah thursday or possibly friday I doubt saturday. I would be grateful. This is a mess absolute mess.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Putnam** on **November 07, 2012, 01:25:25 am**

I wonder if my fort is still on fire?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **November 07, 2012, 10:38:58 am**

I don't mind waiting a bit longer! Not gonna wait much longer than Saturday, though.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **November 07, 2012, 01:51:58 pm**

Saturday is fine, no problem

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **November 08, 2012, 01:29:27 pm**

Journal of Kaslun Wadsomber:

Here and There and Back Again: A hero's Journey

Entry 1: The Journey begins
Spoiler (click to show/hide)

It has been so many years since I brought those books to the museum. I have decided at the age of 65 I shall journey forth once again. No man nor woman shall forget me If i do. I have bought a bag of berries to feed me on my journey and I return to the museum to heft my mighty axe against my foes. I found a soldier well versed in using whips who I recruited to go with me on my journey. Her name is Ebe Galirnik... she could make a great wife but I am far too old.

Entry 2: The Lost Civilizations
[Spoiler](#) (click to show/hide)
We journeyed far to the west to where my map had shown there was human settlements... They were all abadoned and partially destroyed similar to the outlying areas of dinnerwandered. I wonder what happened to our civilization. I have decided to go southeast to the populated settlements south of dinnerwandered. I have yet to meet a worthy adversary in my journey...

Entry 3: A Split Personaly
[Spoiler](#) (click to show/hide)
We spoke to the people of the settlement finding they were faced with many threats from which they needed help. They were beset by a plague of animal men and were people. Ebe and I headed to where they said a were person lied. Ebe slew him with her whip. I headed further south to another lair of these monstrous beings to find a reptile woman. She dodged many of my attacks until I finally slammed my shield into her. I then proceeded to slay her with my axe. I now continue my quest to defeat these evils... I hope to find soon a great beast which I may slay.

Entry 4: So many dead
[Spoiler](#) (click to show/hide)
I killed all of those who I could find plagueing the villagers. I then went north and asked the people there. They told me to go far to the northeast to that dead kingdom I went to with dakost so long ago. I slew many creatures there... I then went to the village where I met dakost and saw other dwarven prisoners but I could not support them all in my journey

I want to find a dragon to kill... but I keep getting directed to kill bandits... BAH

Entry 5: The Journey Far South
[Spoiler](#) (click to show/hide)
I went with Ebe to the far south where maps indicated a Titan shrine was located. I did not know if it was still alive... but I found out it was. I arrived to the shrine after a long journey through the wastelands where me and Ebe had been ambushed by Dingo Men. It was then I arrived at the location of the shrine. I saw the beast large and mighty. It breathed vapor... although I had no idea what this vapor did I braved the beast head on. I charged forward when it took flight still breathing its vapor. I was able to hack its right leg when it suddenly landed near Ebe. She then lashed it in the head where it instantly died. Clearly my heroic attack had weakened it. Upon seeing its corpse I decided it would be my item to display in the museum. So i hefted it in my left hand and have begun the trek home.

Entry 6: With Great Gain
[Spoiler](#) (click to show/hide)
As we crossed the badlands Ebe had run ahead of me and went to kill a camel feeling above the world... The camel then proceeded to kick her in the head and smashing in her skull. I had to move on though, I could not bury her. I went to the closest settlement dehydrated and out of food after eating all my chimpanzee meat. I drank from a nearby river and took some fishberries that someone in the house offered me. I continued my journey north stopping at every town until I got to dinnerwandered. I then placed the Titan corpse on a table... how the table got bigger to fit the titan eludes me.

The titan vapor causes Kaslun to reek pus all over his body...

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Kromgar on November 08, 2012, 10:50:27 pm

I decided to look at the exhibits...

Bogeyman Left Hand... hahaha

Man... It was quite boring killing bandits all over to not get directed to a leader... must be because I killed their king...

Edit: I finished most of my story on the previous page

I got lucky with the Titan. Kaslun Wadsomber will become a legend... Ebe will be forgotten due to my wanting of recognition(I would like to imagine but you can't lie about who killed the titan to the legends screen)

I recommend that if you want to get directed to megabeasts for something other than eggs which are flooding the museum you don't go to dinnerwandered you should start far away.

Journal Entry 8: Sometime later
[Spoiler](#) (click to show/hide)
I retired but decided to go for a swim recently. While swimming in the river I found a sewer entrance. Upon getting near a Amphibian Man Vampire appeared! I then bit his right arm and kicked him in the skull smashing his brains. I will place him in the exhibit to another testament to my glory. I laid my mighty axe and shield with the titan exhibit to show of my great and mighty power in slaying a titan with a mere axe and iron shield. Truly I am mighty!(Senile and Delusional)

I unretired Kaslun to see if he was still oozing pus... and he still is... constantly. I then got into events above

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Bralbaard on November 09, 2012, 02:48:14 am

Your adventurer is certainly a master of survival, having survived two adventures where most are killed by kobolds after a few steps into the wilderness. I fear his social life must have deteriorated a bit this time despite all his heroic deeds, because of all the puss covering his body at all times.

Did you try to contract vampirism from this vampire? I know you tried unsuccessfully in the past, but immortality would be a nice trait to have at your age, if you want to play again with this character.

[Quote from: Kromgar on November 08, 2012, 10:50:27 pm](#)

Journal Entry 8: One year later

So you build a small fortress? or does the calendar always add a year upon retiring and restarting?
Anyhow, I guess Tomirony can start once the save is uploaded.

Title: Re: The Museum: Adventure item quest (adventure succession game)
Post by: Kromgar on November 09, 2012, 10:40:28 am

[Quote from: Bralbaard on November 09, 2012, 02:48:14 am](#)

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[Quote from: Kromgar on November 08, 2012, 10:50:27 pm](#)

Journal Entry 8: One year later

So you build a small fortress? or does the calendar always add a year upon retiring and restarting?
Anyhow, I guess Tomirony can start once the save is uploaded.

I was wrong it went from beginning of winter to midwinter. Haven't made a fort at all yet

I actually forgot to try it as it was so sudden and unexpected... Since I believe vampirism is only contracted through biting in this world... I killed so many vampires and licked their blood...

I have to say having a lasher really helped me survive. I was sure the dingo men would kill us both but Ebe had gotten a ton of good hits and dodge. The only challenge was the mountain titan... and ebe proceeded to one shot it... Whips are op as hell... but I suppose a hoof is better than a whip in some cases

So did the rules change to include heroes now as well?

Final Edit: From what I can tell to find all of the vampires in the sewers you would need to be a vampire yourself as they seem to be hiding in the sewer pipes leading to the river... so the sewer villains are all unreachable unless your undead.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **November 09, 2012, 04:07:19 pm**

Uploaded save: never made a fortress

<http://www.mediafire.com/?1g6lpl9ypq665nt>

City Watch Logs
[Spoiler](#) (click to show/hide)
Kaslun Wadsomber was seen running through the city in normal attire... albeit soaked in puss... without his legendary armor running to his home... screaming the sentence "My treasure? Why, it's right where I left it. It's yours if you can find it. But you'll have to search all of Omon Woge!"

My collection of armor pieces made of metal are hidden somewhere inside the city of Omon Woge. Good luck

Also... the reason kobolds keep slaughtering everyone is because they have hordes of undead... when you get ambushed you also get hordes of goblins/kobolds/things

So you need to stick to 1 or 2 companions... Also wrestle... wrestle until your beyond legendary. Fight something weak so you can dodge and block its attacks. Wear good armor... and always steal weapons... or just cleave off the arm which.

If you have an infinite army of undead minions prepared to get destroyed by an ambush... still doesn't mean you won't get ambushed by 8 dingomen with 1 companion

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **November 09, 2012, 06:20:37 pm**

Damn kobold archers are the thing. There's not a whole lot of defense against them.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **November 09, 2012, 06:39:03 pm**

I just had an idea... maybe if we get Logic's blood in a waterskin perhaps we can create new vampires...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **November 10, 2012, 02:43:02 pm**

[Quote from: Kromgar on November 09, 2012, 04:07:19 pm](#)

Also... the reason kobolds keep slaughtering everyone is because they have hordes of undead... when you get ambushed you also get hordes of goblins/kobolds/things

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If you have an infinite army of undead minions prepared to get destroyed by an ambush... still doesn't mean you won't get ambushed by 8 dingomen with 1 companion

Running away seems to be my winning tactic so far. It helped my first adventurer get all the way to Silverywind, but then I got overconfident in the last battle and chose to actually confront my enemies. Big mistake.

I've send Tomirony a PM, He was already aware that his turn was likely to start today, so we'll likely get a response soon.

Edit: I updated the contents of the museum.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **November 10, 2012, 07:41:03 pm**

[Quote from: Kromgar on November 09, 2012, 06:39:03 pm](#)

I just had an idea... maybe if we get Logic's blood in a waterskin perhaps we can create new vampires...

I did that last night in my adventures; I'd used dfhack to contaminate my companion, and she then managed to take some injury that produced a lot of blood, which I used to fill my waterskins. Later, I used her blood to infect someone else, which appeared to work just fine. While she watched, which must have been fairly awkward for her.

I also collected some evil syndrome rain in a waterskin, which I intend to use for !!SCIENCE!! despite not apparently having any immediate effects.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Archereon** on **November 10, 2012, 07:50:46 pm**

You know, when you guys get done with this place, you absolutely have to start a succession fortress in this world as near to the museum as possible, that is, if enough of the adventurers were dwarves for there to be a reasonable chance of them migrating.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **November 12, 2012, 09:07:53 am**

Alright! Downloading.

Gonna start this thing today.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **November 12, 2012, 11:52:38 pm**

15th Obsidian, 1091

Alright, time to face the music. Either I get out of this going-nowhere town or die of boredom. Luckily, I have my grandfather's silver shortsword and a healthy dose of pluck and courage! Time to ask the villagers to point me to something interesting!

[Spoiler](#) (click to show/hide)



Over two-thousand kills, you say? Yyyyyyeah, maybe not. How about something more tame?

[Spoiler](#) (click to show/hide)



I hate you.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NAV** on **November 13, 2012, 12:34:21 am**

Vampires are easy. Go for it!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **November 13, 2012, 10:32:14 pm**

16th Obsidian, 1091

So I decided to head in the direction of Rirdest Circlecaught, the vampire that killed at least a billion people, with only a vague inkling of what I might do should I actually run into him. I found the city of his last known whereabouts and started asking around, as nonchalantly as a person can when seeking the undead.

I must have gone through half the city before I was ready to give up when I spotted him, loitering in a doorway. "You're that vampire!" I blurted out. Tact was never my forte.

What followed was pandemonium. Apparently, I'm a very convincing person as everyone within earshot pretty much dogpiled Rirdest before he could even get two words out.

[Spoiler](#) (click to show/hide)

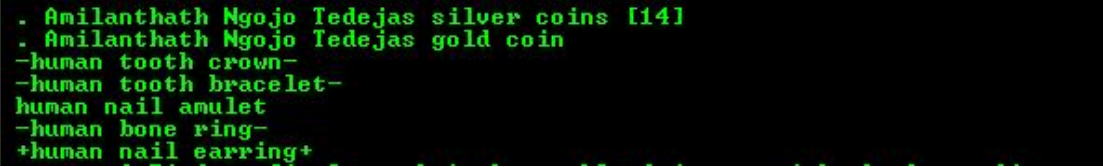


I barely got any licks in. Regardless, after they beat him to a pulp, they congratulated me on spotting the villain.

I stayed the night and spoke with some of the villagers, and they told me about a museum up north. Now that sounds much more intriguing than just randomly killing creatures of the night!

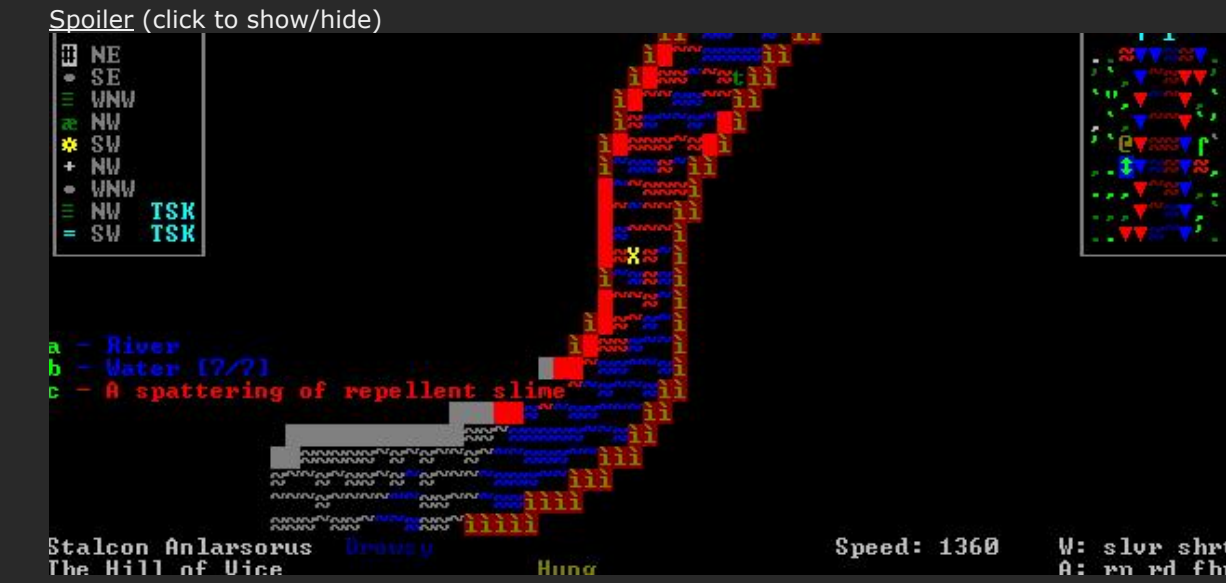
I left the city right before dawn and before anyone had time to bury Rirdest. An ancient creature such as him had a few interesting things the museum might like...

[Spoiler](#) (click to show/hide)



17th Obsidian, 1091

Traveling the wilds, I didn't realize my greatest opponents would be starvation and thirst. I took a traveling companion with me to better my odds of survival, but the wilds out here are weird...



... And then, as I traveled up a hill, I was ambushed and a camel killed me.



It is unlikely I will have time to make a fortress, so I will upload the save tomorrow (it seems to be giving me problems right now).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **November 15, 2012, 05:06:20 pm**

Damn camels... those things are monsters. I prefer small animals

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **November 16, 2012, 09:39:42 am**

Another camel that has gained a title. Have you had any luck uploading the savegame, or are you building a fortress after all?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **November 16, 2012, 01:47:10 pm**

Sorry, it's been a hectic few days. I'm going to try again tonight!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **November 16, 2012, 04:46:45 pm**

Try again meaning a new adventurer? Or a fort?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **November 17, 2012, 04:25:13 pm**

I meant try to upload the file again. For some reason <http://dff.d.wimbli.com/> isn't working for me. Is there another place I could upload it? The file is about 93 megs now.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **November 17, 2012, 08:23:15 pm**

You could try using Mediafire (<http://www.mediafire.com/>), like the last uploader did.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **November 20, 2012, 01:39:46 pm**

I've also seen people use <http://www.sendspace.com>
Anyhow could you try and post the save within the next two days? We should be moving on.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TomIrony** on **November 20, 2012, 11:47:44 pm**

Here it is!

Apologies for the delay.

<http://www.mediafire.com/?2xq9gzw20t24ar0>

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **November 21, 2012, 02:08:40 am**

Could you add me at the end of the list for another turn

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **November 21, 2012, 01:53:22 pm**

No problem, I hope your adventurer won't have died of old age by then.. It might take a few years for your turn to arrive.
I've send NCommander a PM.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **November 25, 2012, 05:23:06 pm**

The only thing that can save him is reading a necromancer tome... which he has 0 skill in reading because i forgot...

Annoying that you cant level it... but its my fault

If kaslun dies of old age I could always get a new adventurer who was with Kaslun at his death telling him that his armor is hidden somewhere in the city walls.

His metal armor was Kasluns greatest boon it protected him from arrows and many other weapons.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **November 26, 2012, 05:02:40 am**

Ugh, wow, sorry. Due to flying home for the holidays, I've had virtually no connectivity til today. I'll get the save downloaded and my turn started today.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **November 27, 2012, 01:31:48 pm**

[Quote from: NCommander on November 26, 2012, 05:02:40 am](#)
Ugh, wow, sorry. Due to flying home for the holidays, I've had virtually no connectivity til today. I'll get the save downloaded and my turn started today.

No problem, looking forward to updates.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **November 27, 2012, 04:20:02 pm**

Adventure succession? Sign me the hell up. :D

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **November 29, 2012, 08:31:41 am**

Looks like RL strikes again. Bump me down one or two places. I can't take a turn at the moment. SOrry for the delay.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **November 29, 2012, 03:14:17 pm**

No problem, I've bumped you back two places and I've added laularukyrumo to the list.

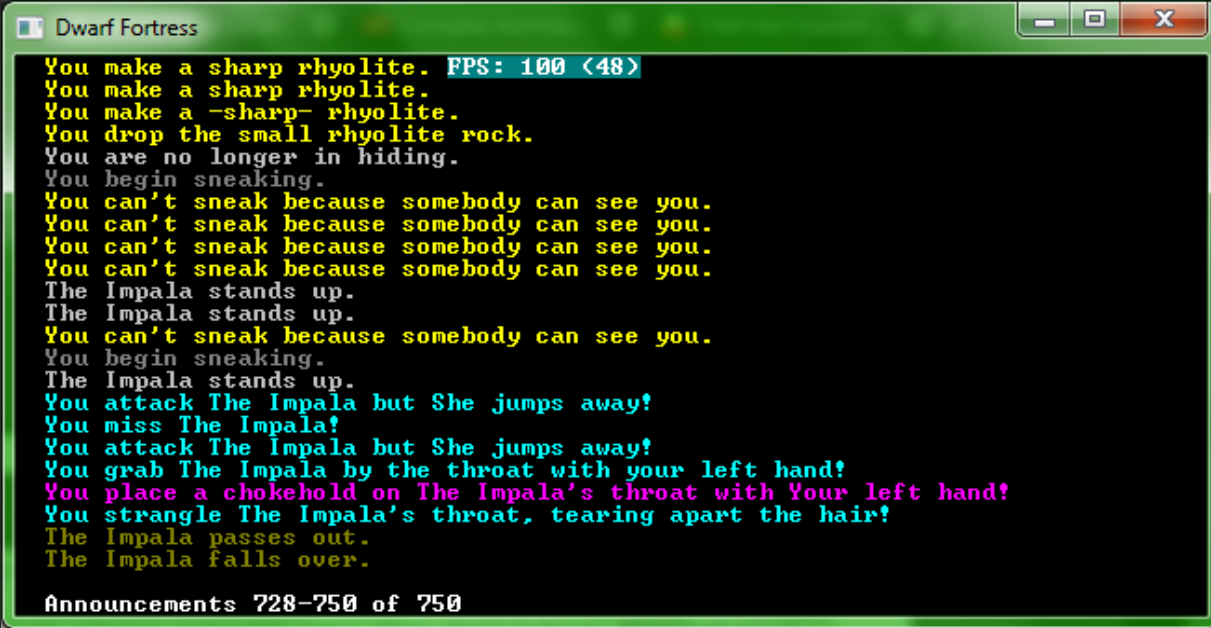
Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **November 29, 2012, 06:43:07 pm**

I am now downloading this monster of a file. It'll take a while, but I have a few ideas on how to make the adventure interesting.

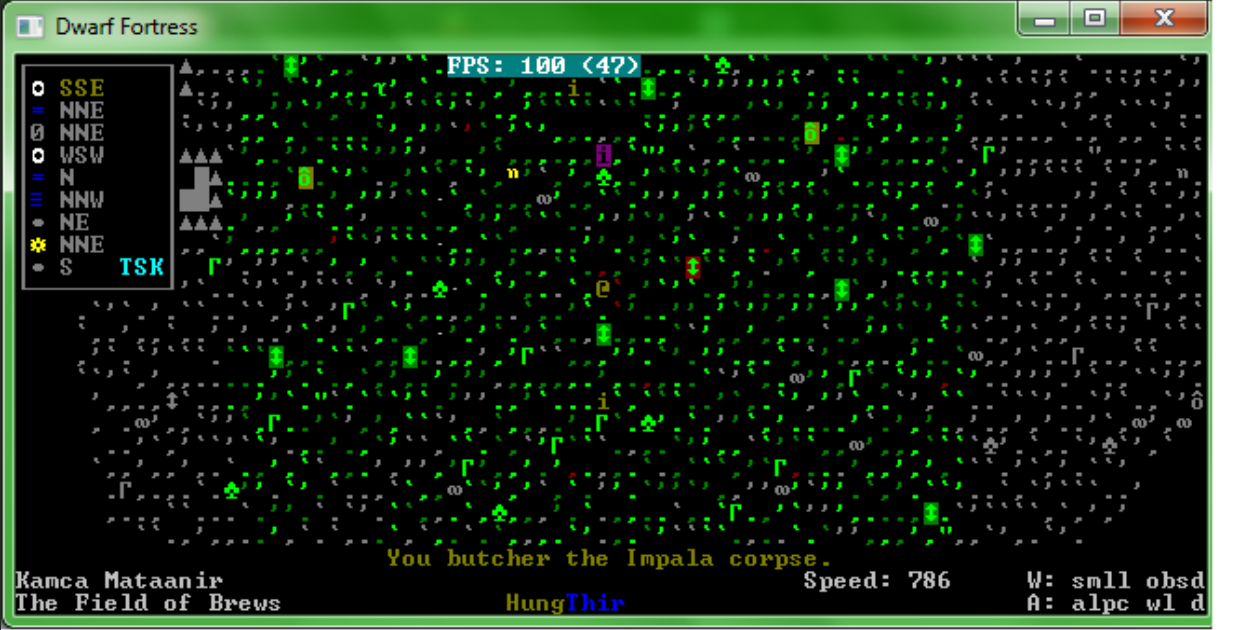
"I am... Kamca Mataanir! They call me a sneak! A thief! They are wrong! I am a brave and noble hero! They don't believe, they call me a peasant. I am not--"
"Hey Kamca! If you're such a hero, then kill that cave fish man to the south!"
They laugh at me. I will show them. I WILL kill the cave fish man. I will bring his corpse to these people as proof.

Later...

*"This city is really far away. Too many rivers between here and there." *mutter mutter**
Huh. Look. A strange creature. A small, slender, gazelle-like creature. There's a name for it.. im, imp... al? Impal? Is that right? No... Impala!
Looks delicious. And I AM pretty hungry. I'm gonna grab it!



Okay now, just cave in the skull, that's it... Good! Dead. Now how did the butcher back home do it...



Delicious.

An Ambush! By the Intensity of... Masters... Heh. The fools don't know what there getting into, for I am... Kamca Mataanir, Great Hero!
Hah! Their leader collapsed! He yelled some threat and fell over dead! Th'old geezer couldn't even get through his speech without keeling over!

Gulo Kafekasla, Swordsman has died of old age.

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The others looked nervous but stood their ground. They can't see me. They don't know the danger that they are in. Heh. Got close to the spearman and lit him on fire! Hah! Take that! The lasher... The lasher is more dangerous. I'll throw rocks at him. See what happens. He collapsed! But he's still alive... I know! Take this rock... smack it against this one... Aha! A +sharp+ Obsidian rock! Now...



Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **November 30, 2012, 03:08:06 am**

He definitely has creative ways of bringing his enemies down, this will be interesting.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **November 30, 2012, 07:57:44 pm**

This city is completely abandoned. Every shop, every house, empty. I keep to the shadows. Nervous. Maybe the castle is populated? The cave fish man is here somewhere. Maybe in the sewer.
There are more dead than living, but the keep has the few remaining people in the town within its walls. They seem listless, staring sadly at the multitude of bodies that litter the floor but making no attempts to remove them.
I ask a tanner about my quarry, and in a hollow voice he tells me to search the sewers. Joyless eyes follow me as I leave.
As I make my way around, searching for an entrance into the sewers, I hear shouts. Not or terror, not of pain, but of advertisement. I see a market populated with many more people than I had anticipated even existing in the decayed remains of this city. The peddlers plead with each other to buy something, anything. As I approach, some start calling out in joy at the sight of a potential customer.



Their eyes stare greedily at the pouch of coins that I recovered from the bandits. I leave and find my way into the sewers through a stair behind a building.

Empty. The entire sewer, as far as I could explore, is empty. No living creatures, no water, no sewage even. Just aquatic critter corpses and holes so deep that I can't see the bottom. I leave quickly and make my way toward the river. There are access tunnels for the sewer, but entering them is a guaranteed death. Unless I can stop needing to breathe...

I speak with a shopkeeper in the market. He tells me of a museum, where there is kept the secrets of life and death. Life and death? Maybe I can learn how to stop breathing...
I buy some rat weed for the road and make my way to Dinnerwandered.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **November 30, 2012, 08:11:15 pm**

Quote from: Argonnek on November 30, 2012, 07:57:44 pm
Maybe I can learn how to stop breathing...

Careful what you wish for, there. :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **November 30, 2012, 08:12:26 pm**

Quote from: Eric Blank on November 30, 2012, 08:11:15 pm

Quote from: Argonnek on November 30, 2012, 07:57:44 pm

Maybe I can learn how to stop breathing...

Careful what you wish for, there. :P

1st step: find spear person
2nd step: ask them politely to pierce your lungs.
3rd step: you're done!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **November 30, 2012, 09:27:59 pm**

I travel for a day and a half, sleeping in a small township for a night. Upon entering Dinnerwandered, I see that it's almost completely empty. Going to the museum, I see corpses and piles of old, abandoned equipment all over. The tables are littered with objects that are either of immense value or complete garbage. I am far from qualified to tell.

I read through several books, some serious, some witty, some completely bizarre. But one, "Immortality in the Time of my Ancestors" by Rorec Helmstrick contained something much more interesting: the secrets of life and death.

I've learned that I need not eat.
I've learned that I need not drink.
I've learned that I need not sleep.
Perhaps I've never needed these things. Perhaps I need not breathe. I will test this in the river near here.

I had such confidence. Such belief in my new knowledge, but one moment under the bridge set me panicking.



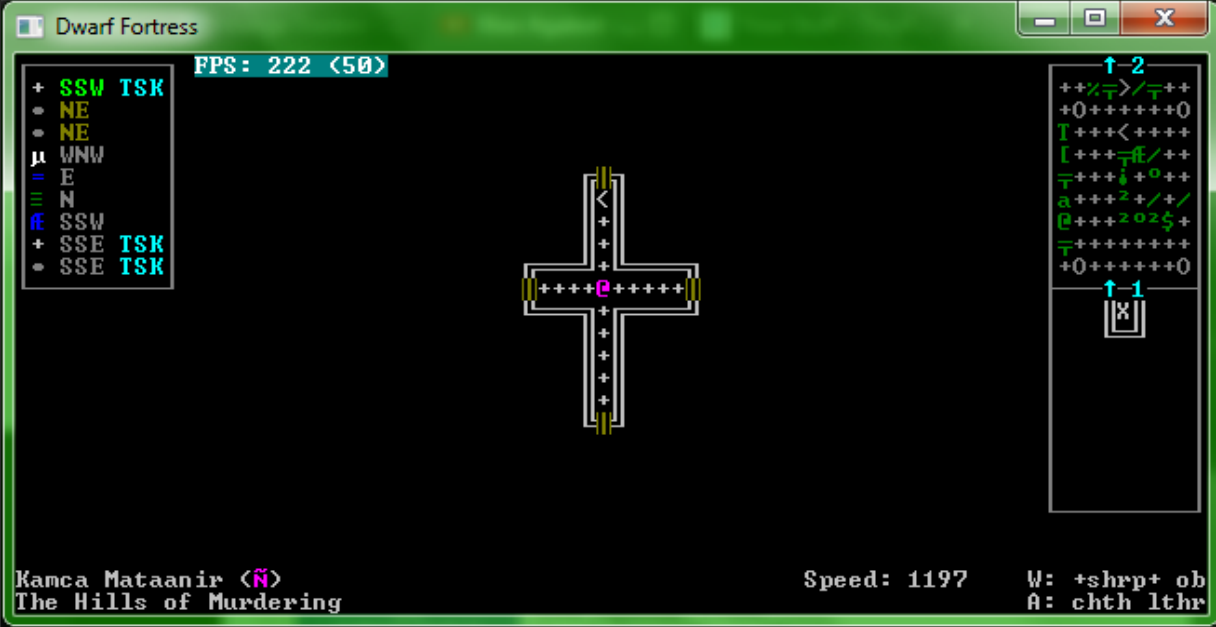
I shamefully admit that I must leave this place and find a different way to kill the monsters beneath the city.

I spend a day and a half training my swimming, and find that I no longer feel exhaustion. The Teachings are useful indeed.
I later speak to a local, searching for something to do. He tells me of a vampire in the sewers. I first think that he mocks me, but he is sincere.



As I expected. There is no way to find the creature in the sewers. The walls seem to shift and change behind me, and I can not remember where I have been. I am lucky that I have no need for food or drink, or I might not have survived. I have renewed reason to find a way to stop needing breath.

I search now in the dungeons. These people fear a goblin that resides there. I shall find her and bring her corpse to them.



On the way, I find a kobold guard. I am shadow. I am invisible. None shall see me as I take his life.

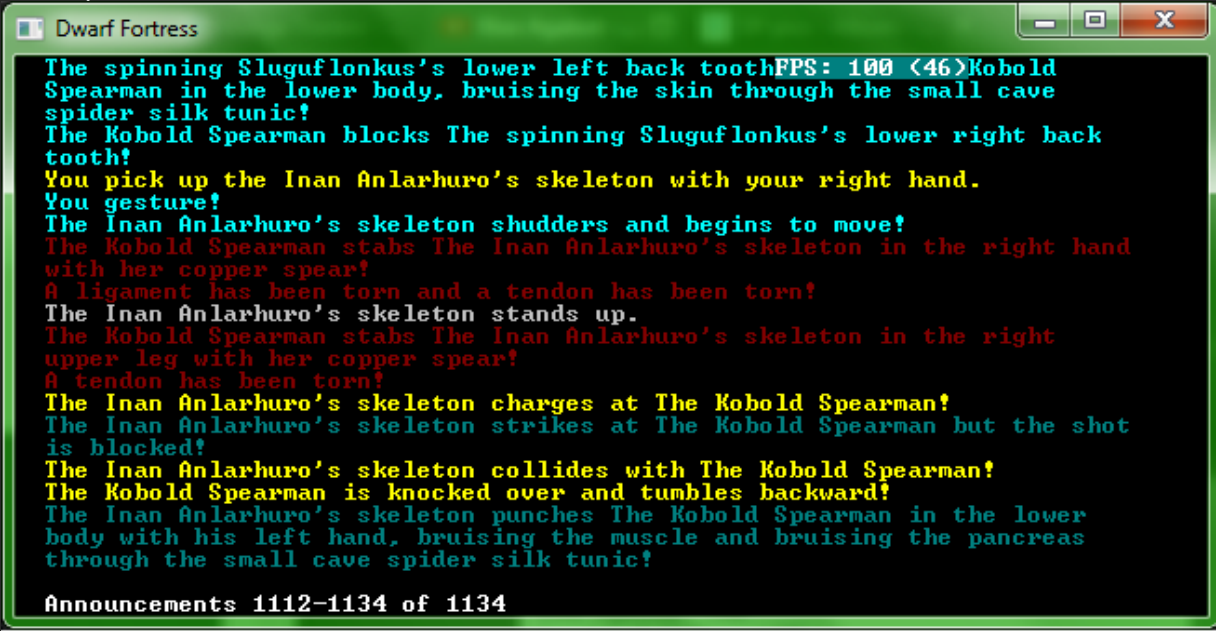


One more has died by my rock.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **December 01, 2012, 09:47:25 pm**

It is the dreaded... DOUBLE POST! Anyway...

I find another guard, who spots me! I run behind a pillar and lose her once more. I try throwing some of the many scattered teeth I found in this room. Predictably, this has little effect. I then come upon and idea: What if I were to throw one of the many corpses and reanimate it at their feet? Let's try it.



My new minion immediately rises and starts mauling the hapless guard. Heh. Heheh.

Now that the guard is dead, how do I rid myself of this noisy skeleton? The last thing I need is to have this mindless fool drawing the enemy closer to me. Perhaps I... Where did he go?



He appears to have taken the initiative and found a guard to strangle. Heh. I think I'll keep him. But why just him? There are plenty of bodies to choose from, so why not have one or two more? Or three? There are plenty of goblins to go around... Heh.



Heh. Heheh.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TheZoomZoll** on **December 02, 2012, 03:11:19 am**

Woah..I might actually want a turn in this madness!

PS:No triple post for you Argon

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **December 02, 2012, 03:11:30 pm**

Interesting. If history is anything to go by, we can look forward to some epic battles with hundreds of enraged kobolds, they seem to really dislike necromancers.

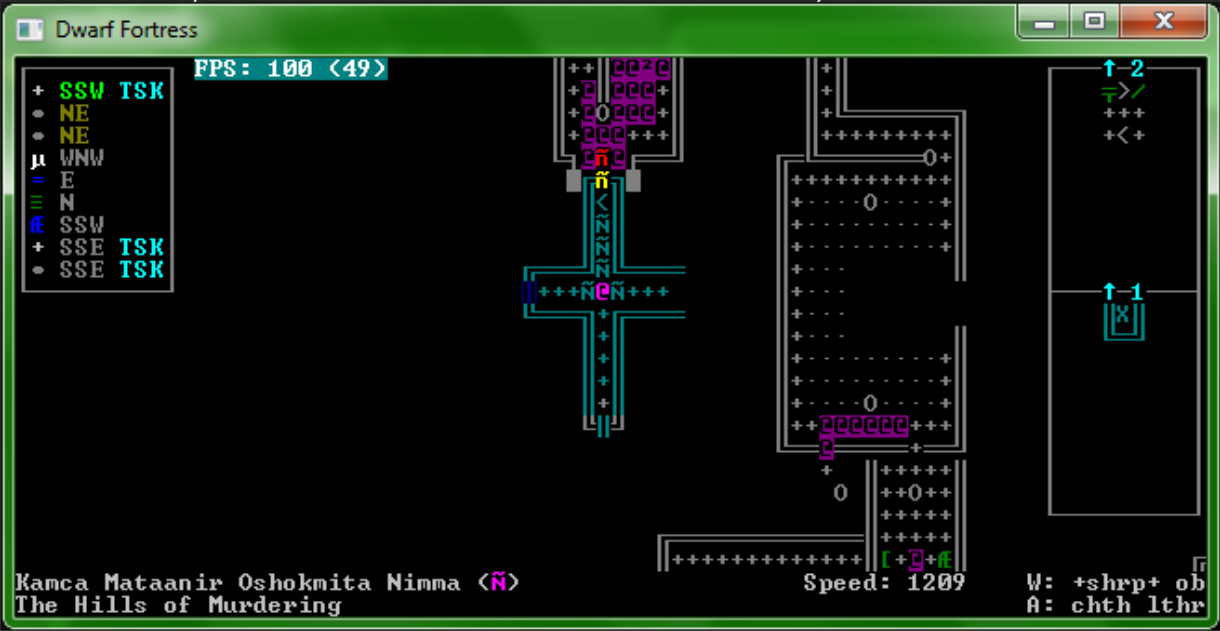
Quote from: TheZoomZoll on December 02, 2012, 03:11:19 am

Woah..I might actually want a turn in this madness!
I've added you to the turn list

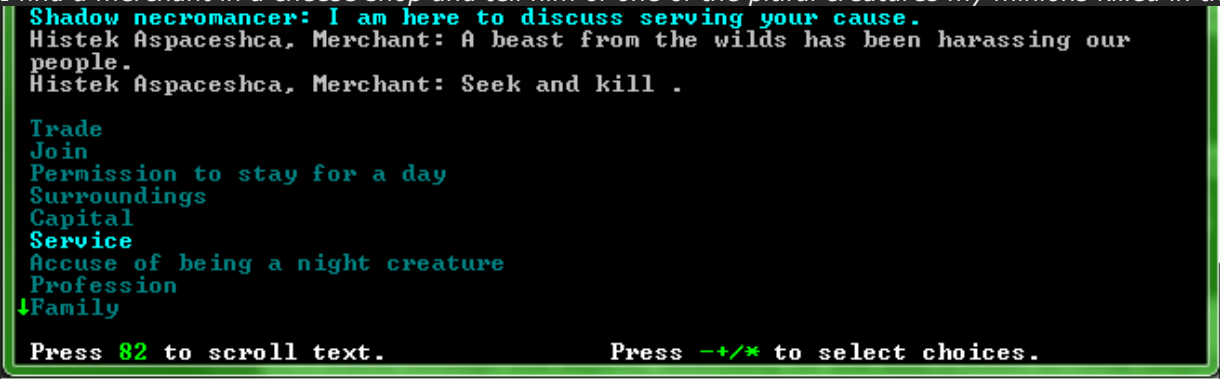
Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **December 02, 2012, 07:02:29 pm**

Not just yet, sadly. The local populace doesn't much like gigantic swarms of undead rising from the depths.

I travel through the depths, searching for the exit. I seem to have forgotten where I have been. This can not be coincidence. Dark forces are at work. Perhaps... Perhaps I must become a vampire as well? Legends say that they need not breathe. But where will I find one? I shall speak with the locals once more...
Wait...
First, I must rid myself of this swarm. The living seldom consort with the dead. I attack one, hitting it in the shoulder with my rock. It staggers back, and the rest stop dead and stare at me. I believe that I have rid myself of them. Heh.



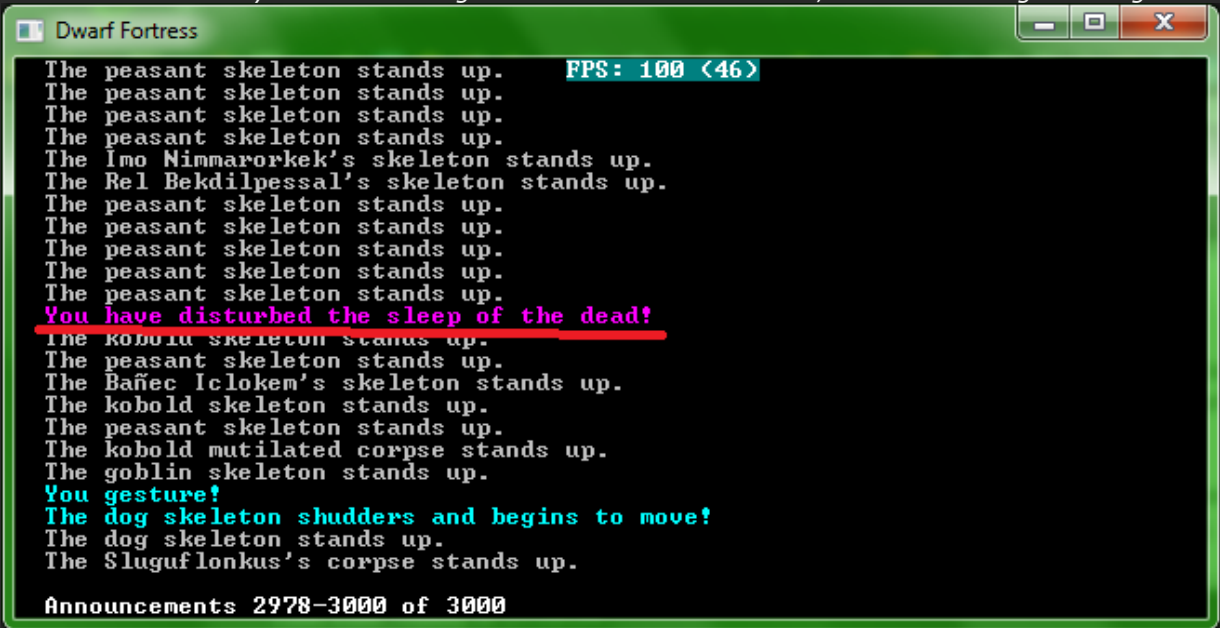
I find a merchant in a cheese shop and tell him of one of the pitiful creatures my minions killed in the dungeon, and ask about a vampire.



These people are completely useless.

After I seethe for a moment, I ask about interesting things in the area. He tells me of an abandoned Dwarven fortress of Tongsrace. From his tone, it is a place of death for all who attempt to observe its depths. Perhaps the swarm of bodies I left in the dungeon could be useful here.

After mere hours of travel with my horde of shambling undead, newly recovered from the dungeons beneath the museum, we arrive at the eastern border of the territory known as "Tongsrace." Even at this distance, I feel something... Wrong.



A ghost of a dwarf that looks like it was once a mason now follows me, glaring balefully at me as I make my way up the hill to the fortress.

HORROR!

A great demon attacks my army of undead! A gigantic feathered snail! Patchy grey feathers barely cover its obscenely bloated body. It has yet to see me, thankfully, but my hapless undead are not so lucky. They fight, and they fall. They fall, and I raise them. I raise them, and they fight. This continues for some time, but the creature is killed. I cannot raise the body, but monsters such as this should stay dead. Throughout, the mason's ghost follows me, a threat to my safety that my horde cannot defend against. I must be cautious.

Damn! That filthy mongrel ghost attacked me! Shattered one of my ribs I think. I'll have his head for this... If.. I.. Can stay focused.. through this pain...

Uhg!



Had I only been paying more attention, I would have survived longer. But hey, I had fun. I am attempting to upload the file now. It's a big'un.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **December 02, 2012, 08:18:40 pm**

Whatever the hell you do, don't let that bastard of a mason catch you! :o

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **December 02, 2012, 08:56:34 pm**

well, this looks alive.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **December 02, 2012, 08:59:32 pm**

Here is the file. Have fun! (Beware the ghosts, they'll kill ya)
<http://www.mediafire.com/?hjly3j66um35uyi>

EDIT: I would like another turn! Seriously, this was fun.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Putnam** on **December 03, 2012, 01:17:17 am**

Quote from: Aseaheru on December 02, 2012, 08:56:34 pm
well, this looks alive.

Not sure how you get that impression, after the last story :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **December 03, 2012, 02:52:43 pm**

That, I think, was the most dramatic death we've seen so far. Killed by a murderous ghost while fighting the legions from hell. So all our fears about Tongsrace appear to be true, and things are even worse. In addition to the demons and the forgotten beast that we already heard rumours about, we have violent ghosts. Then there's the undead army that Argonnek brought along... I wonder if they will still be around when new adventurers show up.

Time to rewrite the description of Tongsrace..
I've re-added you to the end of the turn list. Also, did you leave anything at the museum during your earlier visit there?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **December 04, 2012, 12:51:18 am**

Nope. I had nothing but the shirt (and robe, and cloak) on my back, some food for the road, and my trusty rock, which fell with me. I didn't leave a donation at the Museum - though, for the record, if I had become a vampire I would have happily charged into the city sewers, killed the monsters beneath, and brought that first cave fish man's corpse to my hometown. Only then would I have considered my quest complete.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Broken** on **December 04, 2012, 07:30:55 am**

Sewer vampires usually lurk near the exit of the sewers to the river. If you swim the river until you find those exits, it is posible to lure them out and kill them in the surface.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **December 04, 2012, 04:21:13 pm**

i think he had trouble breathing...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **December 04, 2012, 04:23:39 pm**

I understood that he was unable to breath whilst under a bridge (can't breathe if there's something above you), not that he was unable to swim at all.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **December 04, 2012, 06:54:02 pm**

Quote from: Eric Blank on December 04, 2012, 04:23:39 pm
I understood that he was unable to breath whilst under a bridge (can't breathe if there's something above you), not that he was unable to swim at all.

Yep, I actually trained myself to legendary swimmer and could move faster underwater than I could on land. But, regardless, I would not survive under the sewers for long.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **December 05, 2012, 10:35:21 pm**

Yeah. I've experienced that myself in the caverns. It seems that the game assumes that bridges, walls, anything in the z-level above is perfectly flat and comes right down to the surface of the water and there's no way you can get any air down there. I'm going to recommend cave-ins somehow? Burn the water? Or maybe yeah, go find a evil cloud and zombify yourself, zombies don't breathe.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **December 09, 2012, 08:26:44 am**

We've had no response from Drunkencaveogre, he was last active on the forums in august, so It's time to move on. Ncommanders just started his turn for the adventurers retirement home game, so I'll move him down a bit, I've also send Sprin a PM.

Edit: And no response from Sprin. We'll move on, but first I'll allow Kromgar to fix his adventurer, he's somewhere near 70 years old now and survived two adventures, and will likely die of old age before Kromgar's next turn if no action is taken, I'll allow him to teach himself to read using DFhack, and study a necromancer book.

Usually I would not allow this kind of thing, but Kromgar's adventurer is actually the one who discovered the necromancer books and brought them to the museum, even though he could not read them. It should be possible for a person to learn to read when retired for multiple years. His character also unsuccessfully tried to acquire immortality by other means, but could not acquire vampirism from them as vampirism seems to be broken in this world.

This will mean, that for now, we will not find out if adventurers can actually die of old age. I wonder if that actually ever happened to anybody.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **December 21, 2012, 03:44:02 pm**

Alright... I just saw the pms today... I had a few hectic days. I just made him legendary I just need to figure out which book has the secrets of life and death.

Also in his later years Kaslun became a master in prose, writing, reading, and speaking. Ontop of a legendary reader.(Only way I could get reading up with my limited coding expertise)

Edit:
<http://www.mediafire.com/?ehox2marsxexj5s>

I accidentally forgot to retire. Sent the pm to Joost66

Also I know why people who take necromancy at the start get destroyed.

They have this tag.

NO_PHYS_ATT_GAIN
No physical attribute gain
Your physical attributes (strength, agility, etc.) cannot be increased.

Edit: i decided to fuck around with my necromancer powers i ran west to find a weremole... and the Titan i brought to the museum proceeded to BITE ITS ARM OFF.

This is glorious.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NAV** on **December 22, 2012, 01:27:15 am**

Just saying this, but Kromgar's adventurer is badass.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **December 22, 2012, 03:31:03 am**

Quote from: NAV on December 22, 2012, 01:27:15 am
Just saying this, but Kromgar's adventurer is badass.

I think the major problem is everyone taking necromancy and other crap at the start. They get no attribute gains and ontop of it they make 100 zombies to join them. While messing around with my adventurer seperate of the game I turned the Titan i didn't even kill into a zombie. I only encountered a bandit group of 4. It then proceeded to rip them apart. I then restarted and went with the cavefish hand only. I then upgraded to a wereiguana skull that immediately died. But what i did was sneak up on the crossbowman and bash his brains in.

It really helps fighting werebeasts(transformed) to cut off their limbs. Then run and sleep. Having metal armor helps as well... when they attempt to bite they fail.

Wrestling for Kaslun at the moment is useless because his right hand is fucked but it was really useful for ripping the weapons out of enemy hands... one time I took a spear from a guy and threw it back at him impaling him... I love doing that.

Zombies + Stones = Hilarity

Raiding pyramids or the dungeons under the keep is definitely worth it.

Only have 1 companion to ward off bogeyman.

You best have a shield when facing bowmen or crossbowmen.

Run down the closest hill and sneak as they cant see you then go up behind the bowmen and either take his bow or cut off his limb(I tend to cleave off their limbs with a bronze greataxe)

This is my first time messing with necromancy to a full extend. Its a great distraction so you can go and sneak on bowmen

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **December 24, 2012, 02:21:44 pm**

I just have one final tip.

Dont start in omon woge. You need to go really far to find enemies. Or swim into the sewer drains going into the river to fight vampires...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **December 24, 2012, 04:02:39 pm**

Is the area around Omon Woge depleted of enemies now? It took a long time for that to happen, we had quite a few to start with after the 1000 year world gen, but with the world slowly dying since we started, it had to happen sometime.

There are still a *lot* of player fortresses near Omon Woge, many of them unexplored, so starting there may still be a good idea, but depending on the fortress you choose, it might be dangerous for a new adventurer.

I'm looking forward to the next version of DF where worldgen will continue after the game is started. I hope new quests enemies will be generated in the new worlds as well.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **December 24, 2012, 09:51:53 pm**

Quote from: Bralbaard on December 24, 2012, 04:02:39 pm

Is the area around Omon Woge depleted of enemies now? It took a long time for that to happen, we had quite a few to start with after the 1000 year world gen, but with the world slowly dying since we started, it had to happen sometime.

There are still a *lot* of player fortresses near Omon Woge, many of them unexplored, so starting there may still be a good idea, but depending on the fortress you choose, it might be dangerous for a new adventurer.

I'm looking forward to the next version of DF where worldgen will continue after the game is started. I hope new quests enemies will be generated in the new worlds as well.

You ask for enemies to fight and get directed to sewer vampires. You can only find them along a river sewer entrance. The southern cities just point you to an area with 80 different caves of werecreatures. You have to check each cave... it gets old quick.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **December 25, 2012, 01:42:33 am**

Can't you use the directions in that little boxy thing in the top-left that gives you a general direction of nearby sites and quest objectives?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **December 25, 2012, 03:12:27 am**

I don't think anyone has explored my fortress (Lakelancers) yet. There are two entrances, north and south. Each has something worth seeing. I am willing to give bigger hints if someone is considering going there and needs an extra push.

And yeah, for quests, you can just follow the directions in the top-left box. The sites with TSK next to them have quest objectives. Just blindly follow the directions it lists and it will take you right to your destination.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **December 25, 2012, 07:54:26 am**

Quote from: Eric Blank on December 25, 2012, 01:42:33 am

Can't you use the directions in that little boxy thing in the top-left that gives you a general direction of nearby sites and quest objectives?

You see caves in every direction thats what i got anyway

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **December 25, 2012, 01:52:59 pm**

Yes, but if you're looking for a target for a quest, one of them should have "TSK" next to it. As far as I know, quest targets are displayed on there regardless of distance from them/how many other sites are closer to you.

Otherwise, if there are 80 lairs in the vicinity, search them all and leave behind a landscape pock-marked with craters filled to the brim with the blood of it's populace. That's how you know when *I*'ve been there, at least. :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **nan0zer0** on **December 27, 2012, 01:26:16 pm**

Hey, do you mind adding me to the list? This looks like fun! :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **December 27, 2012, 05:19:55 pm**

I sent Joost a pm... looks like it aint happening

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **December 27, 2012, 05:44:59 pm**

I'll send Ncommander a PM, and I'll add Nan0zer0 to the list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NCommander** on **December 29, 2012, 03:31:39 am**

My sword in Swordthunders just came up, and as I won't be able to play until Sunday at the earliest, kick me down (again).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **December 29, 2012, 05:37:33 pm**

Done. I've send inspiredsimji a PM

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **January 02, 2013, 12:42:44 am**

I keep coming back to see epic stories... only to get none

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 03, 2013, 05:17:41 pm**

I, too, must express sadness. We need MOAR BLOOD!

You could offer them 48 hours to respond, honestly. I know it's the holidays, but that's ~~no excuse~~ the perfect excuse to avoid the forums for more than 6 hours.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 04, 2013, 04:48:15 am**

Quote from: Eric Blank on January 03, 2013, 05:17:41 pm

We need MOAR BLOOD!

That sounds motivated enough, you were next on the list so that makes it your turn then. (Let's check Eric's response time ;D)
The save can be found here:

<http://www.mediafire.com/?ehox2marsxexj5s>

You'll still have to retire Kromgars character

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **January 04, 2013, 05:16:32 pm**

My response time could be better, I admit. Instead of keeping myself up for another 20 hours, I fell asleep at dawn and stayed that way. Stupid rampant insomnia/weird sleep schedule. I also should have checked the turn list. I coulda swore there was a dozen or so people ahead of me!

I'll see how much damage I can do in the next few days...

[edit]

And looking at the save, now, Kromgar's character is either retired or dead, because the game let me start a new game in that save immediately.

Er, you don't mind if I convert the raws back to ASCII, do you? I hate using graphics packs. This was all vanilla DF, right?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **January 04, 2013, 05:46:47 pm**

It was vanilla DF with a few small changes; goblins and dwarves build human style cities, this was done to make the world a bit more interesting to explore. I think those changes only matter during world generation, you should be fine with vanilla files, I guess.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **January 04, 2013, 05:50:06 pm**

True. Entity file changes don't seem to matter at all post-worldgen. If you're absolutely positive you made no changes to any other files, it should be safe to just copy over them with fresh vanilla extract. Hmm... now I want to cook up some caramel or something.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **January 05, 2013, 01:52:16 am**

That are the only changes. The world was generated in a previous version of df, 34.05. I don't know if that matters.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **January 05, 2013, 01:41:34 pm**

Well, here's the first enormous wall of text. Hopefully it doesn't make you nauseous...

Spoiler (click to show/hide)

Across the fields strode a broad-bodied old man of browned skin and sparse amber hair, his thin olive-green eyes locked firmly on a small cabin on the edge of the village. As he approached, a figure stepped out from under the door. Young and scrawny, this other man stood only chest-height to the stranger, but possessed an air of command unlike the usual peasantry. This was his mark, for sure.

As the burly stranger approached, the boy addressed him. “Good evening, stranger. My name is Duka Ownmarbles, smith’s assistant and gentleman adventurer. And whom might you be?”

“Duke of Old Halltremor, I presume?”

The boy’s eyes lit up in surprise, fear; “Ah, uh! I-no, that’s ridiculous! That old tyrant murdered thousands of people with but his teeth! Surely you can’t believe a lowly man such as myself resembles a monster like that!”

“Oh, I am most certain of it. You command such respect from these people, and yet you should, by the look of you, be a child of no more than seventeen. You wouldn’t have me believe that it’s just genetics, as you certainly don’t appear healthy for such a young man. You’re a good actor, I’ll give you that, Duke, but you left quite a trail to follow, and a mountain of corpses to climb. I’m sure those incisors of yours would fit nicely in the wounds on the necks of so many young maidens.”

The Duke backed up to the door. From behind it, the stranger could hear the whispering of the peasants. They had suspected it of the young man, and were now arguing with his enthralled cultists.

“It’s time to go, everybody! Kill the dirt farmers and run!” The Duke tossed open the door and swung at the woman who was about to stab him, knocking her to the floor. A man next to her was engaging the other peasants. The scene quickly erupted into a chaotic brawl, as the Duke and his assistants fought to reach the back door of the dark one-room cabin. The peasants and stranger fought hard, and soon the Duke was alone, fighting off half a dozen farmers and an armed soldier. Soon, though, the stranger had him in his grasp, raised high above the floor by the collar of his ragged tunic.

“I am Bora Ragedance the Allied Flesh of Nourishment! Whosoever would blight the world, preying on the helpless, kneel before me! I am the night! Death incarnate, ruler of all that dwells in shadow, and I will slay any who oppose me where they stand.”

The Duke shrugged, relieving the stress on his throat; “Bora, you are but a child. You yet believe that your insurrection will come to pass, and the mortal world will be enthralled to you? I have been playing this game for over a thousand years, and no man nor beast, however mighty, has overpowered the entire realm!”

“You’re right. None of them have had the patience, to play their pawns, and those pawns of all others, into the proper positions to falter so magnificently. But now? The mortal world is doomed. They are all as sterile as you or I, and yet my children shall soon be found throughout the world. As mortals wither and die, I shall be there, to take back their souls!”

With one strong blow, he forced his blade through the Duke’s chest, and left it there, as the scrawny old timer lay prone, the unlife seeping from his body as he bled. It was quite the show, and the peasants no doubt knew why they feared the night. One man, the smith who had thought the Duke his apprentice up until moments ago, chased this new villain out of town. Soon, though, the night creature was nowhere to be found.

Far from the fields, and deep within the wood, the figure crept into a tomb, one of many in the wood nearby. There, he retrieved a most splendid replacement for his petty copper blade; a beautifully decorated bronze scimitar. Within moments, a gruff moan could be heard through the stonework above. The creature shambled, slowly, down a nearby stairwell. From it’s cloth-wrapped face it spat a string of curses, and upon seeing the intruder, it addressed him most sternly; “You! You who dares disturb my restful wait! Who dares steal away my precious things, as mere treasures of entertainment in your short, miserable mortal lives! I command you, explain to me why I should not curse you for all eternity to suffer at the touch of the slightest vermin and be smothered in your own inadequacies!”

“You always were one to talk, Luk. You ought not point your hands at me, for I am your lord. Did you not swear loyalty to me for all eternity, in return for an eternity on this world?”

“I... I did. I apologize, master, I did not recognize you. I am of course loyal to you above all else! Praise to Ume Gillwinds the Saffron Wax of Lobsters, you’ve returned! Are we really ready to begin?”

“Yes. Now is the time. Wake the others, take your servants, and march on the village next door. Raise them, too. I presume you remember the rest of the plan, after that?”

“Oh, yes, sir! But, could you wake Er, perhaps? Her tomb was guarded by some most exquisite traps, and the rest of us are not so skilled at avoiding them as you.”

Sure enough, the tomb of Er was truly built to last; after 700 years, not one adventurer had survived the gauntlet of traps throughout the halls. Until, of course, Bora arrived, and neatly sidestepped all but one of them. In the commotion, Er was awakened, and came forth to claim her new servant, only to be turned back again, to march upon the world outside. It was the last tomb in the complex of five, and lo, the peasantry would weep in terror at the mighty army before them.

A short walk to the south, another ten tombs lay undisturbed for mere hours longer, before they too joined the hoard. The first part of their celebration of undeath would be a grand fishing trip, to praise Ume, who offered them eternity to await their prey. The next, would be to convert the fools to forever walk by their side. It was time to pay a visit to some old friends; the guards at Clashcloset.

Sneaking into the castle, as he usually did, he spotted two guards near the gate; the perfect target’s for this year’s recital of the one-man siege of Clashcloset. It had been going on since the castle was built, and only those troops most in need of punishment were stationed here, especially this time of year. He quickly brought down one of the soldiers with a chokehold, and proceeded to wail on the other, until he finally stopped moving. After finishing off the other soldier, Bora simply strode out through the gates once again. Nothing could be easier than terrorizing the populace with that old “Monster of Clashcloset” myth. He alone struck fear into the hearts of man and beast alike.

For three days Bora wandered the landscape, visiting the tombs of his loyal subjects and waking them. There were 5 such complexes in the area, and two of them were very large. Nonetheless, his army must rise, if they were to conquer the world in his name. On the fourth day, he set out for less hostile lands, to the north. The people there had not heard of him, or seen his face, so it would be the best place to hide while he waited for trouble to boil over.

Truly, these northern men were more elven than his goblin-influenced associates. Half the population was elves, of course, but even the humans took on some elven traditions, such as walking barefoot and refusing to harm animals except for certain ceremonies. This would do, for now.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 05, 2013, 06:01:20 pm**

Interesting, how many followers do you have now?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 05, 2013, 06:07:11 pm**

Two, currently. That update wasn't quite up-to-date. Maybe I'll pull my head together to catch up before continuing

Alright, here's part two.

Spoiler (click to show/hide)
Part two

The morning after his arrival in the new lands, the adventurer walked into the keep of the town to find accomplices. He located an axewoman, and an elven archer, who would travel with him for a time, in return for a share of the glory of their accomplishments. The women were strong, and attractive, which meant they could become popular heroes with the locals if they played their cards right. The next 12 hours to sunset were spent hunting for an animal man in the sewers. No such luck was to be had, however, as the villain was well-hidden. Finding little else to occupy their time, the trio left for a village to the east that night. Whilst on the road, the women, being mortal, became drowsy, and they decided to stop for the night. Bora took first watch, of course. Once they were asleep, he could feed, and make them his thralls.

At daybreak, the trio continued. The women, Riloth and Lam, found their master irresistible, and his assaulting them forgivable, so long as he never assaulted their people, which he did not. His other minions would handle things here, even a century from now, after their conquests were complete in the icy south. The town to the east, Hairyally, and the town to the north, Rainknits, had nothing suitably intriguing for the vampire lord, except a returning merchant caravan, who spread tales of great beasts and strange people far to the east, where the land divided the sea, and connected the Occult Continents together as one, East and West. This was the nexus of the world, through which all great things and ideas must travel, if they dare not brave the waters, which few ever would. To Bora, travelling the world, and returning with myriad trophies and tales of adventure would make the perfect excuse for him to be a hero in the eyes of the people, and convert them quickly, with little resistance. If he could form a new religious movement revolving around himself as some sort of messiah, the sheep would follow with little err. They immediately bought a map, with coin Bora had taken from some muggers along the way, and set out for this land bridge, where glory must surely await them.

The trek was hard; Riloth had lost her entire left hand, leaving her without a shield, and Lam had burned through her quiver of crossbow bolts, leaving her with only a simple bludgeon. The trio walked the circumference of the Water of Meditation, and the southern edge of the Tooth of Trickery, before they came upon the great Dune of Whims. The trip was two days of endless sands, burning gravel, and torturous vegetation, without a drop of water for miles all around. They narrowly avoided the venom of enormous scorpions and cunning reptiles, until finally they were ambushed by a squad of goblins. Six in all, the trio was surrounded by 3 hammermen, a lasher, a spearman, and a crossbowman. The fight was brutal, and long. Bora abandoned his first opponent and fought to protect Lam, who had been encircled by three of the fiends, whilst Riloth held her own, all one-handed, against a single hammerman, whilst dodging bolts from the archer. Soon, though, the fiends fled from the badly wounded Lam, and Bora took his anger out on the archer while he could. After mopping them up, the wounded heroes restocked and rearmed for the journey ahead.

Just kidding. Riloth ran off to beat up a camel, and took her sweet damn time.

Blasted giant desert scorpions got us the first time I tried to sleep through the night, and Lam was stung, and envenomed. Her brain would have rotted eventually, but then the game crashed. :(

Here's part three. It's a long one.

Spoiler (click to show/hide)
Part Three

The trio marched onward, to the foothills of the Prim Mountains. There, they rested again for a mere four hours, before another squad of goblins came by. Bora, standing watch, did not see them coming in time, and although he yelled at the top of his lungs, the girls did not wake quickly enough. In seconds, both their throats were slit, and Bora was left to fight off the horde on his own. He did so valiantly, without serious harm to himself, and soon the goblins were all dead. Without empathy, he left the girls to lay where they bled. They would go down in history as heroes, but only because that would benefit Bora’s image. Within an hour, Bora stumbled upon the nest of a mighty Roc, who defended her eggs. Poorly, as the case may be, for she was taken down with little effort. Bora kept an egg as a trophy, and marched onward, through the pass where the Dune of Whims met The Brash Profane Steppe and The Hills of Wealth. There, he slew a giant peregrine falcon, and took it’s head as another trophy.

For a week Bora marched through the wilderness, unencumbered by his mortal companions. He was harassed again and again by beast mortal and ethereal. Bogeymen roamed all the world, under cover of darkness. He travelled through the Lacy Jungles and meandered the shores of the Ashen Ocean where it met the world’s nexus. On the seventh day, Bora reached a castle outside a village. There, he recruited another pair of soldiers. Men, this time, but nonetheless important in convincing the populace that he was on their side. He told them of his fight with the roc and all else that plagued him, and he was immediately a renowned hero in these lands. The world would know, Bora Ragedance the Allied Flesh of Nourishing was a hero, and that the fools in the south were wrong to send him away.

Looking for more beasts to slay and fame to steal, Bora asked a villager what troubles them. He replied, “Ah, I wouldn’t know where to point you. There are plenty of villains around, yes, but I couldn’t say where to start. I think, though, that the Lord of Castle Rushedranked, Genam Tulipwashes, would certainly know all that troubles us, and where to find it. We report all our problems to his officials, you see. Centralized Monster Massacre Department, it is.”

“And where is he?”

“The castle is far to the south-east. It may take more than two days to reach it, but as far as I know, there’s only one possible monster lair between here and there. And some bandits.”

Bora thanked him and turned to walk away. He soon met a young woman near a cabin, and stopped to speak with her. “Ma’am, I’ve been directed to Castle Rushedranked, do you, perhaps, have specific directions on how to get there? There’s a lot of wilderness to cover, you know.”

“Oh, I can do you one better! Name’s Riñih. I been fixing to get out of here, so I can guide you right to it, if you’d just let me have a bit of the fun on the way. I’m a butcher, you see. I can defend myself fairly well against angry animals and fool boys! It’ll be fun.”

“Ah... Alright, I suppose. Stick close to us, though.” With that, the woman chirped with joy and grabbed a sack of coin and a boning knife from her cabin, and began leading the group out of the village, towards the south-east. After a long day of hiking, they stopped to rest for the night, and soon Bora heard the approach of a group of brigands. He rallied his companions, luckily with just enough time to wake them before the bandits did them in. The fight was quick, and brutal, and soon the troop was dispatched. Both soldiers had taken injuries, and lost their shields, but the strange girl was unharmed, and had done quite a bit of damage. “Nobody ever takes me seriously,” she scoffed as she helped the men dress their wounds.

The next morning, they continued on their journey, and the mad butcher led them to the lair of a night creature, who Bora slew in one unseen stroke. By sunset, they had reached the castle Rushedranked, and let themselves in. The courtyard was empty, the walls unmanned, and the keep silent. When they came inside, they were immediately overpowered by the stench of rotting flesh, and soon discovered the remains of the late Lord

Genam Tulipwashes and many others, strewn about the keep’s interior. Soon, the group left the castle, and wandered into one of the villages north of it, where they reported their findings, and accomplishments, to the townsfolk. They had, in fact, known of the slaughter at the keep; some whack-job something-or-other adventurer, or something like that, went berserk and killed many people. Or so the rumors had it. Nexus of the world, and it’s thus the worst place to live short of the haunted Land of Amethysts. Typical. The adventurers wandered north once more, to Castle Calmecru, where they found a similar scene. This time, however, there had been survivors; a swordsman and swordswoman, and two villagers, family of the now-deceased lady. The swordsmen joined the group of adventurers, and the six of them headed north again.

As they neared the next castle, Riñih pointed out a minotaur’s labyrinth, and, looking for a challenge, Bora entered the lair. Sure enough, the minotaur was alive, and very noisy. In minutes, it charged out of the shadows and slammed Bora in the torso with it’s shoulder, knocking him prone. The battle had begun! In the shouting, Bora could hear Riñih scream in pain, her chest sliced open by the monster’s blade. Next, it was Ñabsiz the axeman’s turn to scream, as the minotaur stomped on his toe, and lopped off his right arm. The rest of the group parried or blocked it’s blows, and successfully brought it to it’s knees, where Bora cleaved it’s skull open, killing it. Trudging back outside, the adventurers assessed their wounded comrades, who had both lost quite a bit of blood in the exchange. Riñih’s wound healed well, but Ñabsiz’ arm was of course not going to be sewn back on, nor would his toe heal. In fact, it would soon become infected.

The gang of adventurers were soon hailed as legendary throughout the realm, and they reported directly to the lord of Castle Crystalround for an assignment.

“My liege, I have come to your kingdom seeking to aid you, for the betterment of your people, and the world. What would you have me do?”

“Hmm... I know what you’ve been up to, indeed. All I can think to ask of you, though, is to slay the titan Thaci Rocksjungles the Stream of Straps, in his shrine to the east of here. There are others, of course, but until I see Genam’s writings, I have nothing worthy of a hero’s time.”

The heroes left within the hour, cheered on by the castle’s guards. But within the hour, the mortals took a nap in the wilderness, during which Bora ensured they were all properly enthralled. It was not a peaceful night, however, and a gang of kobolds attacked. All of the warriors were wounded, besides Bora. The mad girl took the least damage, while the swordsmen were left crippled.

The next morning, the trek to the shrine was completed. The titan was certainly immense and imposing. It was, luckily, not especially threatening, despite being difficult to actually put down.

After reporting their victory, Bora came to a decision; He would leave some of his comrades here, to spread his “holy word” whilst he went on to became equally famous throughout the rest of the world. All throughout the land, they should speak the praises of this divine savior; that he is unstoppable, untouchable, and soon, to join the gods as an immortal, that he can offer his people eternity of pleasure in this world, to forgive their aggressions, defend them form the gods’ wrath, if they worship Ume, god of fishing, patience, and eternity and his chosen savior.

The mad butcher, Riñih, was chosen to stay. Mostly because she overslept the night before. She would remain in a nearby village, “LuckyQuests,” from which she would gather followers and spread his word. It would be tricky, in the end, to reveal to them that they must sacrifice themselves in order to join him for all eternity in endless “life,” so he neglected to mention that part to her.

The night after was the full moon, heralding the outpouring of all the night creatures of the world. The warriors were “lucky” enough to find the lair of a weremoose, who put up a good fight, killing the axeman, and leaving a nasty bite mark on the spearman. The morning after, the group killed an amphibian woman, probably also a werebeast, and then the spearman was killed when Bora’s trophy collection popped out of the bag and bit his throat out. The end.

[edit]

Oh noes! I forgot the pretty picture!

[Spoiler](#) (click to show/hide)

[double-triple-mega-edit]

Well, my adventures have been concluded, for now, and Bora has retired to a life of politics and duping people into thinking he's totally not a vampire/necromancer overlord of death.

Here's the last three parts of his journey;

[Spoiler: Part four; Northevil.](#) (click to show/hide)

From the city of Tradedclams, the remaining trio of warriors learned of the exploits of dwarves in the east; their many fine fortresses of maddwarves and corrupt nobles, their desperate attempts to preserve their race from the plague of sterility and madness consuming the land. It had worked, to a degree; dwarves who survived the tortures of these foul fortresses did give birth, and the children had an infinitesimally small chance of actually surviving to be considered adults. The important thing to note, however, was the legends of horrible monsters, vengeful spirits, and immense hoards of treasure to be had from these places. Many brave heroes went in, but few came out. Bora, though, could be one of those few among the horde of peasantry.

The nearest such place was called Northevil, not more than three days travel east-south-east of the city. None had ever visited it, as it was sworn to be haunted, having been built by mad dwarves, goblins, or both, and most certainly under the direction of some eldritch horror, if the citadel rising from the landscape was to attest to its own architect. The group set out immediately, and miraculously suffered little hardship along their trek into the Systemic Desert.

They approached the site at dawn of their fourth day from the north. The grounds near the edges of the fortress’ domain were littered with bone crossbow bolts and cheap trinkets. Into a nearby slope dwarves had carved out a temporary living and work area, with assorted butchery and tannery workshops. Further south, nearer the citadel were workshops for dealing with stone and wood. Connecting this work area to the citadel was a causeway just wide enough for a wagon to traverse. They crossed the causeway, and entered through the undecorative hole-in-the-wall entrance, where they found a trade depot, a pile of trinkets and logs, various disorganized workshops, the corpse of some animals and two possible options for where to go next; up a stairway along the east wall of the citadel, no doubt connecting to the other floors of the structure, or down a tunnel, leading to gods-know-where.

They chose the stairway, to explore the citadel, first. On the first floor above, they encountered rows of statues, a dining area, bedrooms, coffins, and an ugly old woman of a dwarf by the name of Atir Uristsarek, a miner who swore to know nothing particularly useful of the location. She did, however, opt to join the group as opposed to remaining here, and admitted to having heard of Bora’s exploits, despite his having just now arrived. These dwarves were still getting news of the outside world, and news of him was spreading rapidly. He was now a legendary hero in the eyes of these far-eastern people. There were corpses of animals and one dwarf near the stairwell.

The level above was open stockpiles, and the rest of the citadel’s floorplans were fairly open. Corpses were scattered here and there, and the only living things to be found were some dwarves of a strange persuasion with nothing much to say of the state of affairs, despite apparently having been living here for some time. They even demanded that they be allowed to return home before speaking to him further.

On the seventh story of the structure, they discovered a wondrous treasure: raw adamantine! Lots of it! Bora, of course took this as a chance to increase his fame and fortune to even greater heights, and took a single stone of the wondrous material. Only three floors up from there, they did encounter a goblin. A goblin cook, who assaulted the heroes and was quickly put down. Nothing else bolted after them from that point on up, as only dwarves survived up there. On the “roof” of the structure, they stood, overlooking the landscape. The stairs clearly indicated the dwarves’ intention to continue building ever higher, while no work appeared to be getting done.

Returning the the first story, Bora took another look around, and realized they were standing in a volcanic caldera! A dim glow could be seen through the cracks in the floor. He was a fool not to realize it. The entire structure was built to mimic the outline of the caldera’s rim, high into the air above. The group next headed down the hallway to the west, to see what were, apparently, the mines. They walked down many stories, until they reached a vast cavernous expanse; a strip mine, used by the dwarves to feed the production of the diorite blocks from which their citadel was built. Having lost his sense of direction, Bora wandered the dark room for a while, until he stumbled upon rough surfaces amongst the smooth stone floor. Carved intentionally, with detail; they were engraved.

“Atir, I cannot see these images properly, what is this we’re standing by?”

“Oh! Dat is a luvly engravin’ of ghostly gobbo’s! See, one of dem is scarin’ the other to death! An den he became a ghost, like da scary won!”

“You mean, this place is actually haunted? By goblins!? But, ghostly spirits only arise in the locations of their residence!”

“Dey was livin’ here idjiot!”

“And what’s that one beside it, hmm?”

“Is an engraving of goblins laboring. It depicts the foundation of the place, Nordevil, by De Bane of Angels of De Hellish Hate in the early spring of 1069.”

“So the rumors are true? To the letter? What the hell are you doing here, then?”

“I live here too, duh. The Distant Anvil took over a few years later. Some of de goblins was still around, like dat wacko dat punched me.”

“And that one over there?”

“Oh, that’s a real masterpiece! “De Peak of Beaching” dey call it. It’s an image of two tapered baguette cut gems. Our engraver, Imush Oslanlek, made it for us. Wonder what happened to de guy, hmm...”

The trio followed Atir around the cavern as she pointed out more of the artwork of the dwarven engravers. Eventually, though, it came to an end, as the room was only partially engraved. Bora followed a wall eastward, until he came to the other end of the room. It curved oddly, as if mimicking the slopes of the hills he’d seen outside. Yes, there was no way they’d climbed down below the valley... Soon, they found a hole in the wall, leading to bright red sands and the burning sun overhead. Heading back inside, Bora scouted the remaining perimeter of the room. It was truly vast. In the center was a great pillar of rock; the neck of the volcano.

Further down the stairwell, they encountered more and more troglodyte skeletons, until finally they arrived at the caverns. Bora easily spotted cage traps around the stairwell. Atir, though, recognized many of the troglodytes as having names; they were killers, dwarf-eaters, whom the dwarves fought off again and again over the history of the fortress. Finally, at the bottom of these caverns, they found the dwarves’ farm plots. Further down they went, to find the next level of caverns. And with it, the grand prize; a raw adamantine vein! Down and down the stairways plummeted, into the abyss and out of sight. The dwarves had mined much of the legendary metal, but made nothing of it. Nowhere throughout the compound was there evidence of the raw adamantine being processed into strands, nor smelters to convert the strands into wafers, or forges to convert said wafers into blades or armor. These dwarves... Were lazy!

Immediately, the group set off to the north, to search for the next great wonder of the world. It was noon, but he’d heard of a fortress only a few days travel to the north; Lakelancers

Spoiler: Part Five: Lakelancers (click to show/hide)

The journey, although short, resulted in the deaths of all three of Bora’s companions when they came upon a horde of undead boars. Their corpses quickly rose form the grave, but they were no minions of Bora’s now. Bora also had trouble keeping his trophy collection in the bag. Especially the sasquatch head and river otter corpse. And the playpus corpse gained a name when it murdered Atir. Beyond the Muddled Plain, though, Bora came upon a camp of kobold bandits, whom he drained of blood and butchered mercilessly. The remaining trip to Lakelancers was uneventful, which made his arrival there all the more impressive; The fortress was situated in the midst of an artificial lake, supplied by water from the rivers it connected to. Bora arrived from the south-east, and quickly found a bridge crossing to the first artificial island, where a large archway stood guard. The path to the fortress consisted of bridges spanning the distances between these artificial islands. Each bridge housed a lever that, when pulled, cut off that island from any islands closer to the perimeter of the lake. It was a truly marvelous way to keep invaders out. Soon Bora met a hammerdwarf by the name of Nil, who agreed to accompany him for a time. There were two pathways into the fortress, and Bora first took the North Path. Across the bridges, he entered a hillock, guarded by a façade of smooth pillars, well-made doors, and statues. Inside was a long, winding pathway leading to the caverns. Along the way, Bora adopted another thrall, a dwarven maiden by the name of Ushat. Far below his perch in the caverns, Bora could make out the glow of magma.

Returning to the surface, Bora reviewed the South path. It led through a similarly glorious pathway, that ended in a rather phallic-shaped passage headed by rounded rooms full of dead animals. Certainly not normal, and also not part of the living and work space of the fortress itself. As it turned out, the living space was only accessible from a bridge on the back of the island. Bora, of course, was too lazy to search and simply swam over to it. Compared to the decadence of the other two areas, the living space was more like a glorified hole in the ground; dwarves lived in squalor, in cramped tunnels with little in the way of industry. After speaking to the militia commander, Bora concluded that despite their incredibly decadent phallus-hall, pathway to the caverns, and artificial lake, the dwarves of Lakelancers had seen little in the way of excitement, were completely insane, and utterly boring. The worst thing he’d heard about here was the room full of dead animals, and the fact the militia commander’s son drowned in the lake.

Spoiler: Part Six: Conquest of the North-Western World. (click to show/hide)

After leaving Lakelancers, Bora walked east to the town of Mindfulring, where he spoke to merchants there in the markets. They spoke of the wonders of all the surrounding places, to which he listened intently. To the North-east was the fortress of Crystaltombs, in which only terrible beasts resided. The populace was slaughtered many times over by undead form the nearby necromancers’ tower. To the south-east of Crystaltombs was Islandpaddle, a fortress unknown, and built only recently.

But straight north of here was the palace at Dinnerwandered, where the late lords of the city opened the castle keep as a museum; a place for all the people of the realm to come and gawk at the treasures adventurers like him would bring. It was perfect. If he would go there, and deliver his trophies, all the realm of Omon Woge would soon be enthralled not by his bite, but by his heroic deeds. And then by undeath. Immediately he set out for necromancer towers to the north-east, where he would eliminate his competition in this region. He bypassed the fortress of Crystaltombs, for now, to save time.

That night, the trio were assaulted by bandits. They killed the dwarves, and ran off with Bora’s pack full of trophies. Four more times that night he was accosted by wild beasts, before dawn broke. He left, ignoring the fact he was without a bag and his trophies. Soon, he reached the necromancer’s tower, and took from them their own secrets of life and death. He left them alive, however, as he was short on time and needed to find his pack of trophies!

After two full days searching the deserts high and low, he was unable to find the site of the battle once again, and eventually was forced to visit Crystaltombs, in order to locate a replacement backpack. Crystaltombs was a place haunted by eldritch horrors and slowly flooding from the bottom up. Water trickled down the stairwell as he searched, and yet, he located a backpack, and a single exceptionally made silver goblet to take as a trophy. Unfortunately, he could not take the time to scout the ruined fortress, as his window for reaching the surface uninjured would soon close as water poured more rapidly down the stairwell. Bing washed down the many stories in that torrent of water would certainly be enough to injure him, and abandon him with the horde of beasts.

Reaching the surface, Bora travelled back the way he came, searching again for his lost pack, to no avail. He soon reached a nearby village, where he recruited a spearwoman as a replacement thrall, and continued his march northwards, to Dinnerwandered. Once there, he offered the single goblet he’d collected to the local keeper, a hammerman. His place to return treasures to would be the north-west corner of the third story of the keep. There was no table there, unfortunately. For now, though, the townspeople of dinnerwandered were suitably impressed with him, and he could afford to take the time to work his way into a position of power. His adventures were over, for the time being.

So, as a summary;

- I lost my goddamn backpack and all the cool stuff I'd collected!
- Explored Northevil. The rumors of it's founding by goblins are completely true, but somehow it was taken over by dwarves. Or something like that? Lucky enough not to meet any murderous goblin ghosts.
- Explored Lakelancers. It's pretty cool, and there's some neat trinkets to be found there, and plenty of living dwarves willing to march to their deaths at your side.
- Explored Crystaltombs (only because I needed a backpack) and found out that I'm a blathering idiot and should have though of a better way to drain my waterfall. There's at least half a dozen beasties there, all of which I avoided fighting. Have fun. :P
- Became a necromancer, neglected to raise an army of evil undead. Politics first, villainy later.
- Retired in Dinnerwandered with a single pitiful contribution to the museum. But I vow my revenge on the Systemic Desert and it's treacherous sands!

I will now run off to construct a fortress worthy of the glory of Bora Ragedance the Allied Flesh of Nourishing!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **January 07, 2013, 01:12:11 am**

Dishonorable display. I am curious... how could one possible lose their backpack? Either way I have grand plans as my next turn slowly approaches...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **January 07, 2013, 01:17:21 am**

Well, the plan was to remove my backpack during the fight, because it would free up speed (I had a lot of assorted crap in there) and then put it back on afterwards. But I forgot about the putting it back on part and wandered off, completely forgot where I was that night, and never found it again.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **laularukyrumo** on **January 07, 2013, 10:25:32 am**

That is the second reason I don't remove my backpack.

The first would be due to the fact that more often than not I end up emptying it instead, and it takes way too long to organize shit again. T_T

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **January 08, 2013, 01:27:58 am**

One interesting thing is that you managed to acquire vampirism, where everybody else failed. It seems vampires aren't (completely) broken in this world after all.
You could put a barrel with your own blood on display, it would truly be a wondrous item.

I've updated the first posts in the topic with information on the new treasures and explored sites.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **January 08, 2013, 08:10:34 pm**

Flasks of your own blood for the vampire throne. Eventually all the adventures shall be necromancer, vampire, werebeast, thralls. Eventually the world is filled with undead adventurers vying for power and control

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **January 09, 2013, 07:23:54 pm**

Unfortunately I've run into a huge setback:
1) My computer broke down, I dunno what's up yet and it could be anything from a loose wire to the OS breaking down and requiring re-installation to total hardware failure.
2) The save was on a backup harddrive with no known problems, luckily, so it is more than likely intact.
3) The only computer I have available at the moment has only 2GB RAM, and is older than your mother. No DF for me, which means I cannot complete my turn.
4) The computer I have available now has a rather troublesome, though apparently not fatal, virus, so it isn't necessarily at all safe to install that backup harddrive on this machine and upload the current save. I don't want to spread around any nasty bugs.

Tonight I'm going to try again to get my computer in a functional state and see if I can keep it that way long enough to nab the save and upload it from the library or something. If not, I'll let you know and you can skip me :(

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **laularukyrumo** on **January 09, 2013, 08:46:39 pm**

I blame the vampire curse.

you would have successfully brought working vampire blood to the museum, and we can't have that, so the game crashed your computer.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **January 09, 2013, 11:46:40 pm**

Well, the curse is not a brilliant chap, that's for sure. I know for a fact the vampire's name and location: Duka Ownmarbles, in the Hamlet of Baldnesssmile, which is a part of the civilization of Agamong, which is the south-western most human civ you can play as. If you go there, the town is up in the mountains.

I haven't been able to get my computer rebooted yet. Power comes on and it begins start-up, but only gets to a screen that says "Loading Operating System..." in the top-left. Nothing else.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **January 10, 2013, 01:08:21 am**

I have no problem at all to wait some time untill you can upload your save, I'm glad we had a turn in which a lot was done after all the players that did not show up. Also, if those posts in the "what's happening in your fortress" are about the fortress you're currently building, then you've spend a lot of time on that as well, it would be a shame to throw away a good adventuring location.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **notquitethere** on **January 10, 2013, 10:46:16 am**

If there's still slots, I'd love to contribute the to the wonders of THE MUSEUM.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **January 10, 2013, 02:34:19 pm**

Yeah, those posts were in regards to the fortress I was working on. My plan right now is to remove the backup hard drive and stuff it in another computer case to access the file. Maybe I can get something done with it before uploading, as well.

[edit]

Better news is I found no evidence3 of an actual virus on the computer I can plonk the drive into: it just needs updated badly, and the report I got about it being infected by a virus revolved around shoddy performance and user error, I guess.

[edit]

Installing the drive worked, and I can access the save. This POS computer can only run at a fraction of the FPS and the RAM is nearly maxed out by running the fort, but it seems to function. I'll push it as far as the system can take it, then upload from there.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **January 12, 2013, 01:13:35 am**

So what do we do when the new update hits(and is bugfixed) Do we start a new museum? I mean the additions to adventure mode alone from that update greatly improves the game...

Sudden realization: We need a history fast forward button

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 12, 2013, 01:33:03 am**

I would like to see the game continued in the new version, for sure.

Good news: I got my computer up and running again!
Bad news: I technically just turned it on for the umpteenth time, and it actually worked. So nothing was actually fixed, yet, which means that whatever the problem was has a high chance of recurring.

I'm probably going to be able to upload the save sometime tomorrow. I'm sorry about the delay.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 12, 2013, 05:35:56 am**

No problem.

I'll definitely start a new game when a (stable) new version is released. I guess that will be at least three or four months away. By that time our current, dying world will be robbed of most of its treasures, so it will be good to move on.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Vgray** on **January 12, 2013, 02:37:29 pm**

Quote from: Bralbaard on January 12, 2013, 05:35:56 am

No problem.

I'll definitely start a new game when a (stable) new version is released. I guess that will be at least three or four months away. By that time our current, dying world will be robbed of most of its treasures, so it will be good to move on.

What would happen if Goblins sacked the museum?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 12, 2013, 03:08:54 pm**

They'll regret ever contemplating the idea.

Just staff the museum's town with a few legendary adventurers. Or, make the new museum a player fortress itself, and staff it with your legendary adamantine-clad militia dwarves

[edit]

I'll have the save uploaded tomorrow, maybe. My damn computer is giving me more trouble.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 13, 2013, 07:35:12 pm**

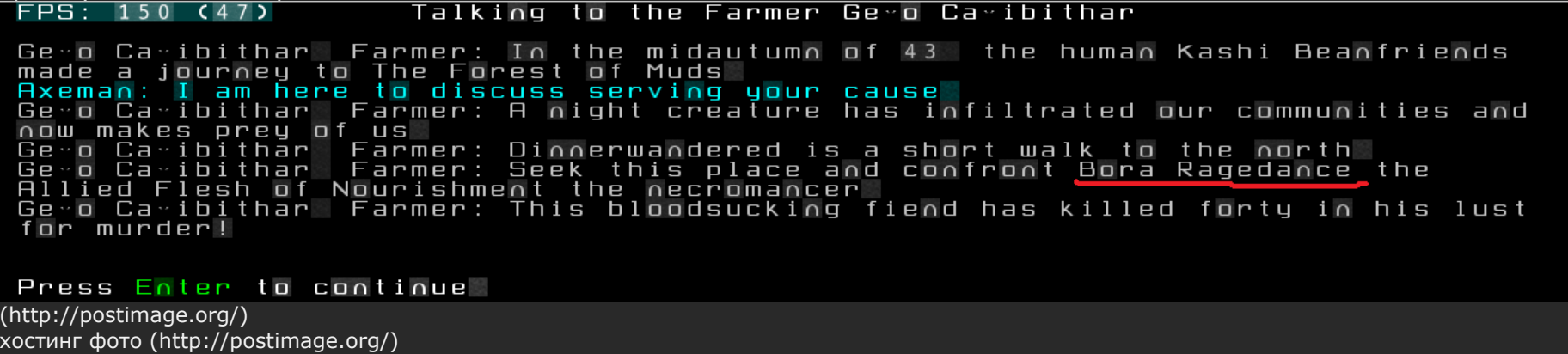
Sorry to double post, but I want to guarantee you see this >.>

I've got the file uploaded here (<http://www.mediafire.com/?007dy1030izr0wr>). If that doesn't work or something, let me know.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Di** on **January 14, 2013, 08:12:42 am**

I'd like to sign up for a turn. Hope it'll be around next month or so.

Also, even though it's not my turn I couldn't not to share this:
Spoiler (click to show/hide)



Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 14, 2013, 01:46:51 pm**

Whahaha! Not everybody is happy with the museum, it seems.
I'll add you and notquitethereyet to the turn list. Looking at the turn list it's going to be more than a month before it gets to you (i'd estimate it will be three or four months at the rate were going). I've also send Ncommander a pm.

Here's a map with the new fortress, Luckystream, marked. It's a distant location in a mostly unexplored part of the main continent.
Spoiler (click to show/hide)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 14, 2013, 08:26:21 pm**

Oh yes, I'm sure people will try to assassinate my character before my turn comes around again. For that matter, I'd like to sign up for yet another go-round. It's been fun.

I just reformatted my harddrive and reinstalled windows. As of yet, my computer is running perfectly fine, so I hopefully won't have these problems ever again.

I actually saved a backup of luckystream before abandoning, and have been playing around with it.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **January 17, 2013, 01:13:50 pm**

Bah... Since my second turn i've been more active in checking the forums... but so many people never do their turn

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TheFlame52** on **January 17, 2013, 06:30:44 pm**

If you need a new world, just make the biggest world possible, short history (long enough for towers, short enough for beasts), max civs, max structures, many beasts, frequent minerals (for fort-makers). I find those worlds best in my adventuring axeperience. (see what I did there)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Squeegy** on **January 17, 2013, 10:35:29 pm**

How exactly are fortresses submitted?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Putnam** on **January 17, 2013, 11:47:44 pm**

You play one.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Squeegy** on **January 17, 2013, 11:58:19 pm**

Oh, why thank you. Allow me to elaborate on what I meant by 'exactly':

- 1. Do you use a save for the world this is played in, or can you import any fortress from anywhere?
- 2. If so, where is the save located?
- 3. Must you use the most recent save?
- 4. How do you export the fortress when you are done with it if this is necessary?
- 5. Will this cause logistical problems when people play while I'm running my fortress?

i.e.

Do you just play the most recent save available and then upload it when you have finished your fortress?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **January 18, 2013, 02:50:20 am**

- 1. We use the latest provided save. I'm not sure how you'd import a fortress between saves anyway.
- 2. [Your DF folder]\data\saves, or did you mean here? (<http://www.mediafire.com/?007dy1030izr0wr>)
- 3. Preferably. We like to keep things linear.
- 4. Make your fortress, abandon it, and then upload your museum folder to someplace like mediafire.

Or, in short,
[Quote from: Squeegy on January 17, 2013, 11:58:19 pm](#)

Do you just play the most recent save available and then upload it when you have finished your fortress?

Yes.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 18, 2013, 03:22:40 am**

[Quote from: Squeegy](#)

5. Will this cause logistical problems when people play while I'm running my fortress?

i.e.

Do you just play the most recent save available and then upload it when you have finished your fortress?

I'm not sure if this is the question, but you can only build a fortress during your own turn. You will have to sign up.
Players can build a fortress at the end of their turn, if any time is left.
The first post in this topic has the rules.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TheFlame52** on **January 18, 2013, 05:33:12 pm**

I thought about it, and I would like to join the list. I have a good idea for a story.
In the meantime, what would make a good training montage? This is what I have so far:
Swim/sneak all the way around the location I will not reveal
Pick up, sharpen, throw 100 stones
Fight everything I come across

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Di** on **January 19, 2013, 03:04:50 pm**

[Quote from: TheFlame52 on January 18, 2013, 05:33:12 pm](#)

In the meantime, what would make a good training montage? This is what I have so far:

I've been sneaking on carps and wrestling them and performing press-ups near zombie bird whose talons and beak I've pinched away. Works pretty well, but from now on your days are counted and infection in broken fingers will get you eventually. Also I think such method aren't welcomed here during your turn.

Speaking of next version I'd like to recommend setting the minimum temperature to above 10 000 Urists because here's picture of my adventurer in Silverywind (went all the way from museum to here)
[Spoiler](#) (click to show/hide)



(<http://postimage.org/>)

хостинг картинок (<http://postimage.org/>)

Could you tell that there's a fortress wall just ten steps to the east? And while this one might actually be humorous, the problem with freezing oceans is truly a fun-killer. On my attempts to reach Plankstirred the game crashed twice while crossing the ocean from the side of the main continent (I've covered like 90% percent of the distance on the second time :(). Third time when I've tried to cross ocean from the side of

Silverywind I just encased me in ice at some point.
So to sum up: either no freezing or no oceans for the next map.

To clarify: I was just fooling around with the save, not going to spoil here whatever I've explored.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **January 19, 2013, 03:17:03 pm**

you mean 101 stones, right?
you need 2 unsharpened ones to sharpen one.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 19, 2013, 03:30:57 pm**

I wouldn't suggest trying to eliminate all freezing water sources. Sometimes freezing environments can be entertaining. Probably best just to avoid walking across them.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **January 19, 2013, 03:35:05 pm**

hmmm?
whats this about freezing water?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 19, 2013, 03:56:44 pm**

Oh balls. I was intending to respond to Di...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Di** on **January 20, 2013, 08:30:31 am**

Quote from: Eric Blank on January 19, 2013, 03:30:57 pm
Probably best just to avoid walking across them.

It's not like I was doing that just for the sake of it. Crossing the ocean is the only way to get to that Plankstirred fortress.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **January 20, 2013, 08:33:41 am**

Or you could go through the caverns.

Or you could fly.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Di** on **January 20, 2013, 12:33:40 pm**

Quote from: laularukyrumo on January 20, 2013, 08:33:41 am
Or you could go through the caverns.
Or you could fly.

Both of which would still cause ocean be calculated making crashes and freezes a problem still.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 20, 2013, 02:45:11 pm**

We'll see if anyone reaches the site, its certainly possible.

It seems like Ncommander isn't going to show up. That makes it my turn, downloading now... I've updated the turn list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **January 20, 2013, 07:18:40 pm**

I suppose you could start a series of forts and obsidianize the entire ocean, or at least a good path to it.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TheFlame52** on **January 20, 2013, 07:29:28 pm**

I vote for some way to cross the ocean safely, as my adventurer will be starting on the populated island in the southeast.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **January 21, 2013, 03:20:27 pm**

Perhaps we should make time to respond for turn to 4-5 days otherwise you are passed up

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 22, 2013, 04:20:00 pm**

Allright, the first update:

My name is Bralbaard Mulemerchant. I am not related to Bralbaard Scaledskin, one of the founders of the museum, though we share the same first name. I do not know if it was this coincidence that awakened my interest in the museum, it could also have been that I have always felt drawn to strange places.

I visited the museum many times during my youth, the piles of books, strange skeletons, gems and other wondrous items are a sight unlike any other, and each item has a story to tell. However, a few years ago I came to realize that something is missing..

All these items were stolen or the result of violence. The museum fails to show that what should be the basis of its collection; Art!
Yes, Art! objects created by man to make the world more beautiful, not the products of destruction, thievery or murder. Ever since this revelation I have been busy learning to be an artist. The life of an artist is not easy! Only through years of training have I mastered the skill that will make me famous! I have put all my experience points in the art of knapping!

The plan is to create a collection of perfectly knapped rocks, one sharpened rock of each type of stone that can be found in the world, it will be truly a grand collection! People will come from all over the world to see my work, and it will be an inspiration for generations of artists to come. I will embark on my journey tomorrow!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Sappho** on **January 22, 2013, 04:22:09 pm**

Excellent. I wish you great success in your knapping venture.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 23, 2013, 01:09:37 am**

second update:

I walked out of the door of the museum and found a couple of shale rocks right next to it. I used my knapping skills to create an exceptionally sharpened shale rock, and placed it on a table in the museum, as a promise of things to come. It truly was an awesomely crafted rock.

The rest of the day I walked around trying to find other rocks. I was slightly dissapointed to learn that Dinnerwandered is build on top of a massive shale formation. I was unable to find any other type of stone. A minor setback, but I don't give up easily. One of the traders in the marketplace told me about the ruins of Sunkengem. This former mine can be found right outside Dinnerwandered and has an access tunnel to a vast cavern system below. Certainly there will be other rock types that deep down! I thanked the trader for his idea and travelled to Sunkengem. I was quickly reminded why I don't leave the city unless I have to:

[Spoiler](#) (click to show/hide)

Yuck!, and the vermin was just a minor part of the problem at hand here. The stories I heard from the traders indicated it should have been an empty abandoned mine. In reality however Sunkengem appeared to have been invaded by hundreds, if not thousands of wild animals!

[Spoiler](#) (click to show/hide)

I have no clue what happened here, the elves must have somehow cursed this place, there is no way the ecosystem of the area could support such a number of animals without the involvement of dark magic. (ot: my fps, or should I say seconds per frame, turned into really ugly values here. Each step taking several seconds due to the sheer numbers of animals. Reading back in Eric Blanks report of this site I realize that the animal problem must have been here for a while, strange as it was empty when I constructed and abandoned the site)

Most of the animals were afraid of me, they formed a large creepy circle around me. However, small groups of more aggressive animals jumped out from the circle: cougars, boar and peregrine falcons lashed and clawed at me, with difficulty I managed to kill them even though I got a lot of nasty bruises. I made it to the vertical mineshaft and started descending. There were no animals down here, but it was hard to find my way in the darkness. I indeed found a huge cavern at the bottom of the stairs, but the ground was completely covered in thick sticky webbing, there was no plant or animal life down here that I could find, except for, I must asume, spiders. This was definitely the most creepy place I had ever been to. While the rocks were definitely not shale, there were no loose rocks or pebbles I could take with me for my art project, even though I looked real hard. Disappointed I returned to the surface and made my way back to Dinnerwandered through the horde of watching animals.

I decided I had to travel further to get some useful materials for knapping, I tried to convince some of my friends to join me as traveling out in the wilderness alone can be dangerous, but nobody wanted to join me. I decided to travel alone which was a mistake, as I was soon ambushed by bandits. Their leader was a bowyer, and there were at least two other guys I could see. I managed to get a tree between myself and the bowyer before he could shoot me, then decided to drop my heavy armor so I could outrun my enemies. It worked, I managed to get out of sight of the bandits and started sneaking. I had lost my armor but I was still alive.

I traveled for the entire day,slept in some village, and traveled one more day, finding nothing but shale. It seemed the world was mocking me, but they say good art can only be produced through hard work and suffering. I made it to the coast, which disappointingly was made out of shale pebbles, and fell asleep.

[Spoiler](#) (click to show/hide)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 23, 2013, 04:48:22 am**

Yeah, there's got to be something wrong with that place... It's like the entire wildlife population is congregating there to murder adventurers who stray too near!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **arclance** on **January 23, 2013, 11:33:59 pm**

[Quote from: Bralbaard on January 22, 2013, 04:20:00 pm](#)

The plan is to create a collection of perfectly knapped rocks, one sharpened rock of each type of stone that can be found in the world, it will be truly a grand collection! People will come from all over the world to see my work, and it will be an inspiration for generations of artists to come. I will embark on my journey tomorrow!

How do you plan to get raw adamantine and slade?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **January 23, 2013, 11:38:16 pm**

[Quote from: arclance on January 23, 2013, 11:33:59 pm](#)

[Quote from: Bralbaard on January 22, 2013, 04:20:00 pm](#)

The plan is to create a collection of perfectly knapped rocks, one sharpened rock of each type of stone that can be found in the world, it will be truly a grand collection! People will come from all over the world to see my work, and it will be an inspiration for generations of artists to come. I will embark on my journey tomorrow!

How do you plan to get raw adamantine and slade?

Thirty minutes to an hour in dwarf mode?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 24, 2013, 04:23:17 pm**

Next update: Goblins!

I woke up in the middle of the night to the sound of armored boots on the loose shale pebbles. I quickly jumped to my feet and saw two goblins aproach, one armed with a mace, the other with an axe. In the moonlight I could see the scars, both on the goblins and on their weapons. It was clear that these creatures were far more experienced in combat than me: I got up and ran. Despite their heavy armor and my lack of protective clothing I could not outrun them, especially the axegob was too fast. Desperate I ran for the edge of the sea, forcing the goblins to do the same. As I ran along the coast I glanced at the deep water to the left of me, it was cold and the currents were strong, an inexperienced swimmer (like myself) could never get out once he fell in.

The axegoblin was closing in now, this was my chance. Just before he reached me, I turned around and jumped for his legs, the goblin dodged away in a reflex, lost his footing and tumbled into the sea. This enraged the other goblin; he charged at me with his mace held high. I grabbed a sharpened shale rock from my pack and threw it at him, straight at his head. In an effort to dodge the rock, this goblin too lost his balance and fell into the water.

I stared at the water for a while, and watched the goblins in their final struggle, it took them longer than expected. I had been lucky.

After this rude wake up call, I decided to move on into the Grimm Hills, cursed territory. This reminded me about rumors I heard about settlements deep in this forsaken land. Its odd that despite the proximity of the Grimm Hills to Dinnerwandered, so little is known about this area. I decided to investigate. After a long walk through the hills, I finally saw some scattered buildings and houses on the horizon, I made it to the village just before nightfall.

A friendly voice called out at me from one of the buildings, asking if I needed a place to sleep, I turned around and was shocked to see that it was a goblin who had spoken to me. "Welcome to Boarmenace !" The creature continued. "We mean you no harm!"

I find out that the goblins truly are friendly here, we share some food, and stories, they laugh at my quest for strange rocks, saying they only know shale rocks. I fear they are right, maybe you have to be a dwarf to properly recognize the different stone types, I just can't find any! It would take me years to even start a small collection. I have failed as an artist, but I decide I'll not return to the museum empty handed. I'll have to find something worthy before I return.

I talk some more with the goblins and learn why they are friendly, asking them about their capital they tell me they are ruled from Dinnerwandered! The kingdom of Omen Woge is larger and more diverse than I thought.

Looking around the village I learn that it holds more surprises; there are dead dwarves everywhere:

[Spoiler](#) (click to show/hide)

The entire living population of this town is goblins. I have no clue what happened here, did the dwarves attack these remote goblin villages? Did these dwarves come from one of the many recently build dwarven fortresses in the vicinity?
I also find a goblin prisoner, held captive by the friendly goblins. Because I come from Dinnerwandered I can speak with some authority here. I demand the goblins to release their prisoner, so I can take him to Dinnerwandered so it can receive its just punishment. I'm not planning to do that of course, but I can use him as a travelling companion. His name is Tode nururar. Another goblin from another part of town also joins me, his name is Rosmic rozmorith.

We travel to the adjacent large town of Ruthlessmob, I'm hoping to see more of the culture of these strange goblins, but find the entire town in ruins. There's not a goblin in sight, we decide to head for the keep, as there's light burning in its windows. Me and my goblins enter the keep and happily announce ourselves when we open the door. The inhabitants will be happy to see us.

We find out that in fact they are not happy to see us. We are greeted by S nang flightyseduced, a tall goblin who introduces himself as "THE HOLY TERROR" He screams something about people he killed and attacks us. The battle takes ages, and the goblins body is completely broken and punctured before he finally dies. Judging by his perseverance, and jewelry, he must have been a vampire.
We kill another goblin royal, and make it to the highest level of the keep. A dark female voice announces herself:
"I am Lide Dreamsquickness, goblin lawgiver!
prepare to DIE!"
Looking around ,I'm surprised to see she is human, and very very old, with white hair and ochre eyes. She is a lot easier to defeat than the holy terror we met earlier. And so the last remnants of the royalty of this dying goblin civilisation have been put out of their misery.

We flee the town and return to Boarmenace where we sleep for the night. When we wake up its raining. Not ordinary rain, but bright, fluorescent pink **mucus**. The entire town looks like something from a fairytale, its all glowing in pink and purple colors.
Having abandoned my quest to gather different rocks, I decide to bring back a barrel of this weird substance for the museum. Lacking a barrel I scoop as much of the pink mucus into my backpack as I can. After breakfast we head back for Dinnerwandered.
[Spoiler](#) (click to show/hide)

It takes me two days to return to the capital. Tode and Rosmic run off after the first. I can't blame them, Dinnerwandered is unlikely to accept goblin visitors even if they are part of our empire. I am sure I will miss them though.
I finally make it back to the museum, and decide to put my treasure up for display, a glorious moment.

I can't put the mucus on display in my old leaking backpack, so I run upstairs to get one of the chests from the top floors. Then something horrible happens: when I try to transfer the mucus from my backpack to the chest, somehow my backpack ruptures, and the entire contents spill on the floor. In vain I try to scoop the mucus back up, somehow it all drains away through the floor and is lost forever...

OT: Aaack!!!! so I somehow messed up with the interface there. It is all gone, curse you DF!!
I'll have to get back for more. Also I had great fun in those goblin towns, a lot of interesting things happened there...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NAV** on **January 24, 2013, 04:54:05 pm**

Well, this is an awesome adventure. Wonder what happened to those dwarves?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **notquitethere** on **January 24, 2013, 05:06:51 pm**

Thus began the quest for the mythical pink mucus.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 24, 2013, 08:47:06 pm**

liquids are a pain in the arse to deal with. I once tried to keep milk for a drink source on an adventure. Accidentally spilled it all over the ground, and after that point all the milk I still had was laced with blood. Although blood-flavored eggnog is probably a favorite dwarven drink...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 26, 2013, 02:01:55 pm**

Allright, time for the next upd...

...!

Bralbaard cancels play DF succession game, seeking infant

stuff like this always happens when I try to play DF ;).

Seriously, I couldn't be happier, mother and child are fine, couldn't be any better.
Obviously this means some delay for my DF turn. I actually had my turn finished before this all started, so all I have to do is a writeup, it may take me some time before I get to that. I'll try to upload the save earlier than that, so the game can continue.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **notquitethere** on **January 26, 2013, 02:04:13 pm**

Congratulations Bralbaard! New sprogetts are a legitimate distraction.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **January 26, 2013, 02:07:14 pm**

Its a better excuse than tumblr.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **January 26, 2013, 02:59:41 pm**

Babbies! :D

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **January 27, 2013, 03:00:15 pm**

Allright the savegame can be found here (http://www.mediafire.com/?vkj4rykr6kkjc1m). I haven't used mediafire before, let me know if this doesn't work. I'll PM the next player. Obviously I did not have time to build a fortress, had some nice ideas for one but that will have to wait until next time. (I've signed up again)

I'll try to find some time to post the conclusion of my adventure somewhere this week.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **February 02, 2013, 11:06:12 am**

<div>Allright, it seems like titanium chicken isn't going to show up. I'll PM NAV. Also, here's the final chapter of my adventure: ----- I had given up on my first quest for the rock collection, but I would certainly not give up on my second. I was determined to bring a barrel of pungent mucus to the museum. This time I was going to start with a good plan. The first part of that plan was to collect a barrel, no more messing with leaky backpacks, no more accidental spills. Barrels are hard to come by, but there are places were they can be easily found: Dwarven fortresses! I would start by collecting a barrel at one of the nearby sites. Sunkengem was the closest, but I had no desire to return to that animal infested hole in the ground. The next closest would be the Tomb of Heroes, it too lies within walking distance of Dinnerwandered, has been previously explored and should be safe, and it would give me a chance to see the grave of that other Bralbaard. I grabbed my stuff and started on my quest immediately. After a short walk I made it to the site, and was greeted by a dwarf, He was standing over a barrel of rum.(OT, he really was, got lucky there) and waved when he saw me. I started some idle conversation, then changed the subject to the barrel. We had almost agreed on an acceptable price for the barrel, when I noticed a sudden look of terror on the dwarf's face. I looked around and: I am Keth Tunnelpads, Human mummy! How dare you disturb this site! I ran away as fast as I could. The dwarf however was determined to defend his barrel of rum, for which I had promised a good price, and yelled something at the mummy. I dodged behind some bushes, made sure I was well hidden then looked back just in time to see the dwarf being torn to pieces. Spoiler (click to show/hide) The mummy started to raise some of the random corpses that were lying around and also raised the remains of the poor dwarf. After several minutes, the undead slowly dispersed and the barrel was once again unguarded. I sneaked up to the barrel of rum once more, when I heard the mummy approach from behind... There was a sharp pain in my neck, then nothing.. ----- OK, so that ended badly. I really was not expecting a mummy out there, I guess someone went to a lot of trouble to lure it to that site. I did actually leave a sharpened shale rock at the museum (in my second update) which is without a doubt the most disappointing exhibit so far. There's also a smear of pungent mucus on the second floor of the museum, but that doesn't really count. I'm just going to claim that it's the journey that counts not the treasure, because I had great fun doing this...</div>
<div>Title: Re: The Museum: Adventure item quest (adventure succession game) Post by: Aseaheru on February 02, 2013, 11:38:38 am</div>
<div>woah.</div>
<div>Title: Re: The Museum: Adventure item quest (adventure succession game) Post by: NAV on February 02, 2013, 05:06:34 pm</div>
<div>So, This is how my first adventure went. Iton Stasisship was a dwarven hero from a land far to the east. He travelled to the kingdom of Omon Woge to visit the legendary museum and start his adventuring career. A farmer asked him to kill Bora RageDance the Allied Flesh of Nourishment, a powerful necromancer. He recruited two soldiers to help him on his quest, a lasher and a maceman with a flail. They visited the museum insearch or Bora. He seached the entire keep, and some of the dungeon below the museum. They killed three kobolds, but Bora wasn't there. The goblet he added to the museum was so glorious that Iton was inspired to stop trying to kill Bora and instead become a treasure hunter. He started by travelling to the Tomb of Heroes, to recieve the blessings of all the dead heroes. Instead he found a mummy who cursed him then killed his lasher and maceman. Iton tried to run, but didn't make it far before the mummy caught up. He tried to fight, and managed to sever one of the mummies arms , but it didn't do any good as the mummy just reanimated it. The mummy then ended the fight with a stab to the neck. Thus ends the story of Iton Stasisship, slayer of kobolds. Don't go to the Tomb of Heroes.</div>
<div>Title: Re: The Museum: Adventure item quest (adventure succession game) Post by: Bralbaard on February 02, 2013, 05:46:54 pm</div>
<div>That was quick, are you building a fortress now?</div>
<div>Title: Re: The Museum: Adventure item quest (adventure succession game) Post by: notquitethere on February 02, 2013, 08:43:03 pm</div>
<div><div>Quote from: NAV on February 02, 2013, 05:06:34 pm</div><div>Don't go to the Tomb of Heroes.</div><div>If we made a list of Museum Adventuring Tips, this should be on it: the Tomb of Heroes is self-fulfilling.</div></div>
<div>Title: Re: The Museum: Adventure item quest (adventure succession game) Post by: laularukyrumo on February 02, 2013, 08:51:18 pm</div>
<div><div>Quote from: NAV on February 02, 2013, 05:06:34 pm</div><div>Don't go to the Tomb of Heroes.</div></div>
<div>Challenge Accepted.</div>
<div>Title: Re: The Museum: Adventure item quest (adventure succession game) Post by: NAV on February 02, 2013, 11:06:37 pm</div>
<div>I played one more adventure, but died on my first encounter with bandits. Starting my fort now.</div>
<div>Title: Re: The Museum: Adventure item quest (adventure succession game) Post by: Bralbaard on February 03, 2013, 07:19:21 am</div>
<div>Ah, the game is one adventurer per player only, but it seems to make little difference in this situation. I'm Looking forward to the fortress you'll submit. It seems like the adventurer sites are starting to deliver the fun we were hoping for, and there are still several left that are unexplored. <div>Quote from: notquitethere on February 02, 2013, 08:43:03 pm</div><div>Quote from: NAV on February 02, 2013, 05:06:34 pm</div><div>Don't go to the Tomb of Heroes.</div><div>If we made a list of Museum Adventuring Tips, this should be on it: the Tomb of Heroes is self-fulfilling.</div></div>
<div>I've added this to the description of the site in the third post of this topic :).</div>
<div>Title: Re: The Museum: Adventure item quest (adventure succession game) Post by: kerlc on February 03, 2013, 09:16:36 am</div>

First: obligatory praise is given to this novel and fun to read succession game from me to all of you who participated so far.

Second: One question is asked: Can I join in?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Di** on **February 03, 2013, 11:09:51 am**

Ah mummies, I'd not go around them before I can onehit it. That curse of theirs is worse than most clown syndromes, sets your skill to zero forever and all.
By the way, what's up with all those ghosts? Did they appear after abandon or did someone not clean up after himself?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NAV** on **February 08, 2013, 08:58:00 pm**

Dffd doesn't seem to be working, so what site would you recommend I use?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **February 09, 2013, 12:04:52 am**

Mediafire (<http://www.mediafire.com/>) seems to be the file place of choice right now.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **NAV** on **February 09, 2013, 02:24:32 am**

Thank you Argonnek, and here's (<http://www.mediafire.com/?o32rsr76t4ao0d9>) the save.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **February 09, 2013, 07:41:48 am**

Thanks! I've updated the large map with the new fortress location, and I've send Canadark a PM.

Quote from: Di on February 03, 2013, 11:09:51 am
Ah mummies, I'd not go around them before I can onehit it. That curse of theirs is worse than most clown syndromes, sets your skill to zero forever and all.
By the way, what's up with all those ghosts? Did they appear after abandon or did someone not clean up after himself?

I think they have to be present before abandoning, most of the sites are free of ghosts, they wouldn't have been if ghosts would rise in adventure mode.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **February 13, 2013, 01:03:05 am**

Don't ghosts spawn if you shatter slabs in adventure mode? I may have to science this.... hmm.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **February 13, 2013, 04:06:10 am**

Heigh Ho, Timeless Bob here.

Please add me to the turn list - I've been lurking in this group for awhile and must say, "What a crazy awesome storyline! Must contribute my own insanity!"

Speaking of insanity, if anyone would like to do something similar, I've been setting up a new succession adventurer/fort game. I believe the link's in my sig.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **hostergaard** on **February 14, 2013, 07:33:23 am**

Just read trough the thread (tough I got a lot of stuff to do, procrastination, ho!), and I am liking what I am seeing.

Sign me up for a turn as an adventurer!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **February 15, 2013, 02:39:03 pm**

We'll skip Canadark, that makes it Mrwillsauce his turn.

I'll also add Timeless Bob and Hostergaard to the turn list. welcome.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 15, 2013, 05:13:05 pm**

The Legend of Feb Minesizzled, Stonecrafter

Long ago in days of yore, there was once a dwarven empire which held a majesty and wealth unparalleled by any dwarven, human, or elven kingdom. Then, there was the dwarven realm of Ishenmistem (The Passionate Portal). Ishenmistem was one of the smallest dwarven states in all of history; it's size was surpassed by the mere colonies and fortresses established by mightier empires. In addition to its lack of territory, Ishenmistem also lacked wealth, distinct culture, or historical figures that anyone other than the few denizens of Ishenmistem gave a purring maggot's ass about. Despite its failures to achieve any scientific discoveries, construct any great monuments, or best any great forces of darkness in battle, Ishenmistem survived as a poor and not-too proud mountainhome for well over five hundred years, ruled by monarchs who lived as extravagantly as mayors or even managerial workers of other civilizations did. Mere survival in a hole in the ground, however, is not enough of an incentive to keep the greediest of dwarves within the confines of a mountainhome. Our hero is one such adventurous soul, who took it upon herself to leave the rank, rough, and depressingly-boring halls of Ishenmistem to explore the world and find some place where her marvelous stone crafts would be appreciated. Her name was Feb Minesizzled.

Dwarf Fortress	
Create Your Character	Skill remaining: 3
Race: Dwarf, ♀, Peasant	Not Marksdwarf5
	Not Macedwarf5
Attributes remaining: 0	Not Speardwarf5
	Not Swordsdwarf5
Average Strength	5 Not Hammerdwarf5
Average Agility	5 Not Axedwarf5
Above Average Toughness	10 Not Fighter5
Average Endurance	5 Not Archer5
Average Recuperation	5 Novice Observer6
Average Disease Resistance	5 Not Swimmer5
Average Analytical Ability	5 Not Ambusher5
Low Focus	1 Not Shield User5
Average Willpower	5 Not Armor User5
High Creativity	20 Not Dodger5
Average Intuition	5 Not Wrestler5
Very Low Patience	1 Not Striker5
Average Memory	5 Not Kicker5
Average Linguistic Ability	5 Not Biter5
Average Spatial Sense	5 Not Thrower5
Average Musicality	5 Adequate Misc. Object User7
Average Kinesthetic Sense	5 Adequate Knapper7
Average Empathy	5 Novice Reader6
Average Social Awareness	5

Part Two (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4041162#msg4041162>)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Putnam** on **February 16, 2013, 07:46:04 pm**

Quote from: Di on February 03, 2013, 11:09:51 am
Ah mummies, I'd not go around them before I can onehit it. That curse of theirs is worse than most clown syndromes, sets your skill to zero forever and all.
By the way, what's up with all those ghosts? Did they appear after abandon or did someone not clean up after himself?

(the 0 skill effect only takes effect 20% of the time, btw)

Title: **Dinnerwandered in Isoworld**
Post by: **Timeless Bob** on **February 17, 2013, 03:51:35 am**

I've been playing around with screen captures and the utility "Isoworld". By tiling subsequent screen captures together, (after cleaning up each captures' miscellaneous image artifacts), I was able to produce this image.
[Spoiler](#) (click to show/hide)



Unless the creator objects, I would like to create a gazetteer visually detailing not only the wheres but placing links in the images to the stories of what happened there too, stitching these many adventures together via hyperlinks. The idea came to me as I was cleaning then tiling the image together - Museums need tour guides as well as contributors. I would like to offer my services in that regard. I hope for my future adventurers to be the collectors of tales of other's deeds, keepers of histories and organizers for the museum. Timeless curators, if you will. Until then, I intend to begin by making a set of comprehensive maps for those who wish to visit Dinnerwandered, sampling this town's delicacies and delighting in her hidden pleasures as well as her more ostentatious ones.

Is this something you guys think would be a good offering?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **February 17, 2013, 04:12:12 am**

Quote from: Putnam on February 16, 2013, 07:46:04 pm
Quote from: Di on February 03, 2013, 11:09:51 am
Ah mummies, I'd not go around them before I can onehit it. That curse of theirs is worse than most clown syndromes, sets your skill to zero forever and all.
By the way, what's up with all those ghosts? Did they appear after abandon or did someone not clean up after himself?
(the 0 skill effect only takes effect 20% of the time, btw)

In practice, though, the "20%" chance effectively means "all the fucking time", because, dwarves.

Title: **Re: Dinnerwandered in Isoworld**
Post by: **Bralbaard** on **February 17, 2013, 08:42:33 am**

Quote from: Timeless Bob on February 17, 2013, 03:51:35 am
Unless the creator objects, I would like to create a gazetteer visually detailing not only the wheres but placing links in the images to the stories of what happened there too, stitching these many adventures together via hyperlinks. The idea came to me as I was cleaning then tiling the image together - Museums need tour guides as well as contributors. I would like to offer my services in that regard. I hope for my future adventurers to be the collectors of tales of other's deeds, keepers of histories and organizers for the museum. Timeless curators, if you will. Until

then, I intend to begin by making a set of comprehensive maps for those who wish to visit Dinnerwandered, sampling this town's delicacies and delighting in her hidden pleasures as well as her more ostentatious ones.

Is this something you guys think would be a good offering?

Great idea! I can only encourage this, stories of your adventurer exploring the world would have to wait until it is your turn, but better maps of places we explored etc. could be submitted at any time. The same would be true for artwork based on other people's adventurers, or better catalogues of the stuff we have stored in the museum (a lot of people submitted interesting secondary submissions which have gone uncatalogued). I can link to your, or other peoples updated maps etc. from the first post.

Quote from: Timeless Bob on February 17, 2013, 03:51:35 am

I've been playing around with screen captures and the utility "Isoworld". By tiling subsequent screen captures together, (after cleaning up each captures' miscellaneous image artifacts), I was able to produce this image.

Spoiler (click to show/hide)



Nice! I can recognize most of the towns even if only Dinnerwandered itself is annotated. It is too bad player build fortresses don't show up. Sunkengem lies within this area, I think the tomb of heroes and Shootplunges lie just outside it. Maps like these certainly help to visualize things.

In other news, I've replaced the picture of the museum in the first post, which showed a still empty museum:

Spoiler (click to show/hide)

[/URL]

with a more recent one, as you can see we actually have a visitor:

Spoiler (click to show/hide)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Timeless Bob** on **February 17, 2013, 03:48:21 pm**

Thank you. I'll map and label the outlying towns as soon as I get Dinnerwandered taken care of - it's a big place and I've yet to explore the whole town. In the interests of keeping the place fun, I was considering leaving the sewers unmapped. What are the group's thoughts?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **February 17, 2013, 04:41:19 pm**

That might be wise, I know the flooded parts of the sewers are still unexplored (parts of the sewers might even be inaccessible).

The rest of Dinnerwandered is well-explored and it would be reasonable to have good maps of the city, maps of other areas should probably be discussed here before they are made, as areas that have not been explored should not be spoiled. A lot depends on the level of detail of the maps, what level of detail will your maps have?

Title: **The Dinnerwandered Gazeteer**

Post by: **Timeless Bob** on **February 17, 2013, 10:33:51 pm**

I was going to start with a full overhead tiling of all the streets and houses (images taken 1 z-level above ground level to maintain the privacy of anyone's homes and offices), much like you'd get from a satellite image. Places of interest in Dinnerwandered like the Museum, the Temple and the Marketplace as well as any merchants with a sign out front, would be noted and given a link to an image rendered in isometric style by Stonesense so that the place can be seen "from the outside".

For the "sewers tours", I was thinking of making a separate map much like spelunker's do for cave maps, with some bits explored and with others remaining a mystery until some intrepid explorer actually lives to come back and tell the tale of his/her explorations into Terra Incognito. This way, bit by bit, the sewers will be mapped as well, up to the point that they can be - However, this depends on people actually surviving to tell the tale, so I will be using the posted adventures as my guide.

Also, I think it would behoove the city gaurd to post a "Dinnerwandered's most wanted" notice on the gates just inside the outermost walls. This notice will also be linked in the map to an updated list of criminals and monstrous beasts that are plaguing the fair capitol. It only makes sense that with all the adventurers filtering through those gates that a notice would be posted in the place most likely to catch their notice.

As to the surrounding villages and towns, maps will be highly incomplete until I or another adventurer journey through with the intentions to fully map the area.

Title: **Re: Dinnerwandered Gazeteer**

Post by: **Timeless Bob** on **February 17, 2013, 11:02:32 pm**

For the museum proper, I'll have my hands full organizing everything, tidying up and stocking the gift shop/cafe. On the other hand, if a suitable spot for a mass grave can be found, I might just haul all of the unnamed body parts over and deposit them there, while the named body parts could become "historical artifacts" to be offered at the gift shop or given a place of honor in a display case. In any regard, I plan to draw a picture of each exhibit in pencil once its place in the museum has been found and link it to the Museum walk-through map.

If the rooms directly under the Museum are available for storage, I'll be able to place museum offerings there until a more permanent place can be found for them to be viewed in the collections above. Just like any other museum, really. Regarding placement, I will, of course, listen to the suggestions of any surviving heroes as to their best placement.

Timeless Bob Diver Bob Farmer Bob Pirate Bob Rob Bob the Corncob

And so it was towards the end of Timber, 1098, right at the start of Winter that from Ishenmistem's grand entrance (a set of rotting wooden double doors wedged in the side of a mountain) Feb Minesizzled set off, with nothing but a spear, a knife, a waterskin, and a backpack filled to the brim with preserved pond grabber meat. Originally, her goal was to find another dwarven settlement to practice her craft in, but after an hour of hiking (she had just reached the base of the pitifully-sized mountain) she soon realized that she had no idea where any of the other dwarven kingdoms actually were. She turned back towards the mountain that had been her home for her entire life, and squinted to see Ishenmistem's queen, clad in shoddy pig tail robes and wearing a cracked and indecorous siltstone crown, peaking her head out of the mountainhome's grand entrance and spewing royal vomit down the side of the mountain. Feb promptly turned right back around and trekked on, deciding it would be better to die slowly of starvation out in the *sunlight, above ground* than to return that shithole.

She wandered straight through Winter, baring fast winds and frigid snowstorms. The winds blew her hair into her eyes as she hiked, and it annoyed her so much that she actually shaved her entire head right on the spot, using her copper hunting knife. Luckily the cold had numbed her head to the point that she didn't even feel the deep cuts she left on her bald head by accident. For a second, she was almost glad that she was a female, and thus had no bear to annoy her, but quickly dismissed this blasphemous thought. Besides, a beard would probably help to keep her cold. Speaking of hair keeping her head cold, she quickly regretted her impromptu haircut. At least she had that pigtail fiber cap.

Feb Avuzumstiz

A short, sturdy creature fond of drink and industry.

No Shit

She is short. Her hair is clean-shaven. Her nose bridge is convex. Her ears are free-lobed. Her peach skin is slightly wrinkled. Her jade eyes are slightly protruding.

After an entire season of wandering with minimal time spent resting and recuperating, Spring finally sprung. Unfortunately, Feb happened to be walking through a particularly cold part of the world at the time, so the change was hardly apparent. It's a good thing dwarves are great at making fires. Nearly an entire month passed into Spring, and it was still snowing around her. Finally, at the 25th of Granite, 1099, Feb spotted a wooden building off in the distance to the east. This would be the first contact with sentient creatures she would have in over four months. She was excited to talk with someone, even if it was those dirty, stinking, prickleberry-farming huma-



Feb readied her spear and swept it around the room, as if trying to point it at every single one of the goblins at once. When all she received from the goblins in return were raised eyebrows and confused stares, she slowly lowered her weapon. "Aren't you going to, like, try and eat me or something?" she asked, having never seen a goblin herself and knowing only of them from horror stories told to her as a child. "Eat you? Don't be ridiculous," laughed the oldest and most elegantly-dressed of the gray-skinned creatures. In fact, his garb surpassed that of Feb's own queen by far (which isn't saying much, but still).

Goblin Bone Doctor

«*bronze carving knife*», Left hand
-«*rope reed fiber loincloth*»-, Lower body
≡«*elephant seal leather trousers*»≡, Lower body
+«*rope reed fiber dress*»+, Upper body
-«*rope reed fiber robe*»-, Upper body
-«*rope reed fiber cape*»-, Upper body
«*jaguar leather cap*», Head
«*rope reed fiber hood*», Head
-«*rope reed fiber left glove*»-, Left hand
«*sheep wool left mitten*», Left hand
+«*rope reed fiber right glove*»+, Right hand
goblin tooth bracelet, Right hand
«*sheep wool right mitten*», Right hand
«*alpaca wool sock*», Left foot
-«*rope reed fiber shoe*»-, Left foot

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot

The sagacious goblin talked to Feb, and questioned her about her native land and profession, but she seemed not to hear him. She instead was fixated on his right hand's ring. Its material was unlike anything she had seen before, and for some reason chills ran down her spine when she gazed at it. There appeared to be something intrinsically sinister and disgusting in its nature; something Feb couldn't quite put her finger on.

Goblin Bone Doctor

-«*alpaca wool sock*»-, Right foot
«*rope reed fiber shoe*», Right foot
«*rope reed fiber pouch*», -«*alpaca wool sock*»-
human hair ring, Thumb, right hand
goblin nail amulet, Head
goblin hair earring, In Right ear

upper body
lower body
head
right upper arm
left upper arm
right lower arm

"Dwarf? Dwarf, can you hear me? Is something wrong? I am a doctor, you know."

"Your ring..."

A grave aura suddenly appeared around the cheerful old goblin. He gave a blank expression to Feb as he said "It's nothing, dwarf. You should leave this place. Do not return". Feb's eyes grew wide, and she discreetly reached for the spear strapped to her back, as she appeared to comply with the goblin's wishes and back towards the door. **Now** she thought, and in a swift motion the spear was in her hand in a position as if to be thrown, aimed directly at the doctor. The doctor's gray-skinned companions drew their variously purposed utility knives and poised to attack Feb. But, instead of ending that wretched murder's life, something extremely peculiar happened.

Feb Avuzumstiz, stonecrafter is taken by a fey mood!

You drop the copper spear.

Feb seemed to the goblins to have been suddenly struck by a fit of madness. She dropped her spear in the doorway, then ran out into the freezing cold, throwing snow everywhere with her hands and feet, as if trying to find something beneath the white blanket that coated the landscape. Finally her foot hit something hard, and she swept the area around it clean of snow to reveal a pile of small rhyolite stones. Perfect! she thought, as she grabbed several of them up and began beating them together in chaos that she somehow seemed in control of; the manner in which she worked seemed haphazard and insane, but the expression on her face suggested that her actions were in fact methodic and strategic.

Meanwhile, the goblins inside the house were debating whether or not they should go outside and gut the poor maniac, but the doctor told them to stay put; she wasn't a danger to anyone but herself. Besides, it was really cold out there. So, they just shut the door that Feb had unconsciously left open and resumed doing whatever it is goblins do when they aren't shearing trolls or kidnapping children.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillssauce** on **February 18, 2013, 08:01:09 pm**

You make a -sharp- rhyolite.

No.

You make a +sharp+ rhyolite.

No!

You make a ≡sharp≡ rhyolite.

Close... but NO!

This went on for hours and hours, with Feb smashing rocks together, taking a fraction of a second to judge the products, then becoming increasingly frustrated with herself and tossing the sharpened stones behind her. Hundreds, if not thousands of sharp rocks piled up, but none that satisfied the creative spirit that had suddenly possessed her. It's really a wonder that she could find that many rocks. Finally, when the crazed dwarf was just about to pass out from exhaustion and dehydration...

You make a *sharp* rhyolite.

To be fair, it wasn't nearly as impressive as some other artifacts created by dwarves during fey moods, but it was by far the most beautiful things any dwarf from Ishenmistem had ever created, and to Feb it was priceless. She sat back and held the artifact (for indeed it was more than just a masterpiece to Feb) in her scarred and blistered hands and marveled at it for quite some time. Finally, she snapped out of her strange mood, and stood up to behold her surroundings. To her amazement, all of the snow around her had melted without her ever noticing it. She looked back to the wooden shack to see the door open and some goblins leaving it, off to plow the fields. While Feb was gorging herself on the little pond grabber meat and water she had left, from behind the doorway the goblin doctor stood, looking curiously at Feb and watching to see if she would come back to threaten him again.

Feb, full of food and ecstatic about her creation, now felt the burning desire to share the delights of her creation with others, even if those others were murderous goblins. Perhaps she could keep that doctor's secret, and put that human-product-ring-debacle behind both of them in the name of art. Just to be safe, she gathered up a few of the exceptionally crafted rocks she had tossed aside in her pursuit of perfection. She could use them as weapons if need be, but she wanted to keep her prized possession as clean of blood as possible. Then, she marked the spot where her marvelous creation had been birthed with an X of dwarven fireplaces (which can last months or longer, due to some unknwn magical property).



After the construction of her fiery landmark, Feb, sharpened rocks in hand, approached the probably-vampiric goblin.

"Hi, um, sorry about the whole threatening you and your comrades with a copper spear thing. It's... a... traditional dwarven greeting, really. I meant no offense. Anyway, that's a really neat horse hair ring that definitely did not come from a sentient creature. I really like it and have no problems with you wearing it whatsoever, and I definitely will not tell anybody something ridiculous like it is made of a dead human's hair or something like that."

"Right... what do you want, dwarf?"

"Well, you see, I was lucky enough to have been possessed by the holy spirit of dwarven creation, as you saw when I last ran out of here. During this possession, I produce this:"

"Hot damn if that's not the sharpest rock I've seen in my life! The patterns you've engraved on it are beautiful! Honestly, this belongs in a museum!"

"Museum?"

"Well, it's only something I heard, but apparently there's a museum that collects all sorts of curious trinkets and treasures that adventurers find, but it's located in a human city on the other side of the world on the northeastern continent."

"A human town you say... there's no dwarven museums that you've heard of?"

"No, sorry. Just the human one in Dinnerwandered."

"Can you at least tell me of some dwarven mountainhomes around here? I'm hoping to find a place to practice my craft, stonecrafting obviously, and I'll bet that if I show up to a dwarven settlement with this baby, they'd give me a stonecrafting workshop in a heartbeat."

"Alright, I'll tell you what I know. But, I've got one condition for you."

"What's that?"

"Being an appreciator of art, as you can see I am by my clothes, I would loathe for that artifact of yours to be locked up in some dwarven vault somewhere, which it certainly will if you relinquish it to your greedy kin. If I tell you where some dwarven settlements are, you have to promise me that that masterpiece will end up in Dinnerwandered's museum for everyone to enjoy."

"Alright, fine, just tell me some places where I can settle down and enjoy some good booze for once in my life."

"Hmm... let's see if I can recall this right... There's... Silverywind a little northeast of here. I don't know anything about it other than its location on the Ashen Oceans and the fact that it's extremely cold. Other than that, legend has it that there's an uncharted island continent far to the east, on which there is only one civilized nation called Plankstirred. Supposedly, the place was founded by a bunch of extremely ambitious dwarves, who could still be there for all I know. I wouldn't reccomend going there, though. Apart from those two, I hear that there are several dwarven fortresses on the continent that Dinnerwandered is on, but you'll probably be better off asking folks once you get up there. That's all I know."

"I guess that means I'm heading to Silverywind then. One more thing before I go,



After the well-dressed doctor revealed himself as what Feb had suspected, those who had earlier drawn their knives in defense of him, now all turned to attack this abominable creature of the night, while Feb threw her two exceptionally sharp stones at the beast, but missed with each. She then decided to go collect more sharpened stones from the pile and wait to see how the fight inside turned out before rejoining.

She returned to find the footless corpse of the vampire surrounded by the angry mob that slew him. None of the peasants had suffered much damage beyond bruises and one broken nose.

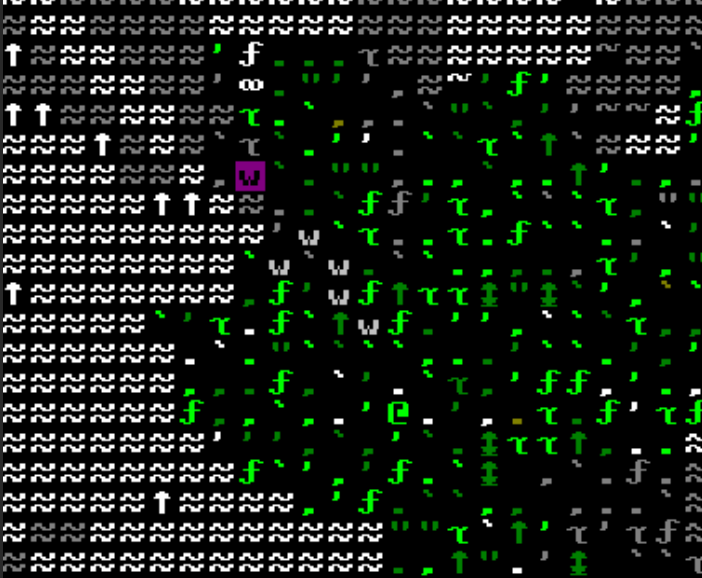


Feb had heard rumors of people becoming vampires by consuming the cursed blood of other vampires, but she had no interest in becoming an undead servant of the night. Besides, drinking blood is gross. Instead, she opted to liberate the fancyass clothes from his corpse, along with his jewel-encrusted knife. She did, however, leave behind the jewelry made of human and goblin byproducts.

a	-	-«*rope reed fiber loincloth*»-	Lower body
b	-	pig tail fiber trousers	Lower body
c	-	draltha leather dress	Upper body
d	-	+«*rope reed fiber dress*»+	Upper body
e	-	goose leather robe	Upper body
f	-	cave spider silk left glove	Left hand
g	-	cave spider silk right glove	Right hand
h	-	giant bat leather waterskin	Draltha leather
i	-	. water [3]	
j	-	-«*rope reed fiber robe*»-	Upper body
k	-	alpaca leather backpack	Upper body
l	-	. pond grabber meat [5]	
m	-	. large copper dagger	
n	-	. ðsharpð rhyolite	
o	-	. «*rope reed fiber pouch*»	
p	-	. . *Gil Ladgi Pak Emandirlu Kishoumtha gold coin*	
q	-	. . *Gil Ladgi Pak Emandirlu Kishoumtha silver coin*	
r	-	. . *Gil Ladgi Pak Emandirlu Kishoumtha copper coins [22]*	
s	-	. *sharp* rhyolite	
t	-	ð«*elephant seal leather trousers*»ð	Lower body
	-	-«*rope reed fiber cape*»-	Upper body
	-	«*jaguar leather cap*»	Head
✓	-	«*rope reed fiber hood*»	Head
	-	-«*rope reed fiber left glove*»-	Left hand
	-	«*sheep wool left mitten*»	Left hand
	-	+«*rope reed fiber right glove*»+	Right hand
	-	«*sheep wool right mitten*»	Right hand
	-	«*alpaca wool sock*»	Right foot
	-	-«*rope reed fiber shoe*»-	Right foot
	-	-«*alpaca wool sock*»-	Left foot
	-	«*rope reed fiber shoe*»	Left foot

After spending the night in the cursed bloodstained wooden shack with her newly-made goblin friends, Feb set off once more, this time with a specific destination. She hoped with all her being that Silverywind would be a nicer settlement than Ishenmistem, and that its denizens would recognize the paralleled beauty of her creation.

The next morning, 26th of Granite, 1099, while on her way to where the late vampire, Ngokang Alrozom, said Silverywind was, Feb was attacked by a pack of wolves.



Using a combination of her sharpened rocks, rocks she scooped off the ground while scrambling away from the canine terrors, and her two knives, she was miraculously able to slay all of the wolves, despite having no military experience to her name. She did not succeed in fending them off without taking quite a beating, however. She possessed heavy bruises on her legs, hands, and body, and her right ear was smashed to pieces after being gnawed on by a wolf. At least she now had some breakfast after butchering the things. She ate and continued her trek, without even resting or bandaging her ear. She desperately wanted to get out of the cold and underground as fast as possible, even if that meant traveling while wounded. Besides, she didn't feel safe resting in wolf territory.

The Kills of Feb Avuzumstiz

Four Kills

Three wolves (♂) in The Beautiful Jungles
One wolf (♀) in The Beautiful Jungles

- upper body
- lower body
- head
- right upper arm
- left upper arm
- right lower arm
- left lower arm
- right hand
- left hand
- right upper leg
- left upper leg
- right lower leg
- left lower leg
- right foot
- left foot
- right ear
- left kidney

Hours later, after escaping the Beautiful Jungles and entering the tundra, Feb had another unfortunate encounter with wildlife. This time, the predator was much more intimidating.

Polar bear!

Press Enter to close window

Feb tried to run once again, but the thing proved faster than her. It would eventually overtake and eat her; she had to fight. She flung her knives behind her in an attempt to slow the beast down. The jeweled one struck it in the leg, chipping the bone. This offered an opportunity to escape, but Feb's dwarven greed got the better of her and she went back for the valuable knife. Luckily, the thing was writhing in pain and slipping in and out of consciousness, so the retrieval wouldn't be too dangerous. She probably could have even slit the thing's throat in its sleep, but she didn't want to take any chances and ran the hell away from that thing.

After another encounter with wolves, which Feb was able to escape due to a martial trance, Feb was extremely close to the location Silverywind was supposed to be, though she could not see it. Night had already fallen, and she was anxious to find the fortress before she was surrounded by cackling. Finally, she saw it off in the distance: a towering structure made of dark blue stone. Although she could see it even in the darkness of night, she was separated from it by the arctic Ashen Ocean.

Adventu

Ralnum, "Silverywind", Mountain Halls
Cishsota, "The Ashen Oceans"

A few hours of navigating along the frozen coast in the dark later, Feb arrived at what she hoped would be her new home. Stumbling towards it in the darkness, she saw in the moonlight another figure of her stature: another dwarf! So, the goblin was right, and this settlement was populated, which meant that they would certainly have room for a stonemason!

Feb called to the dwarf in her excitement and ran to meet him. She threw a barrage of questions at him, but he gave extremely strange answers. He refused to speak of Silverywind or the capital of his civilization, instead responding, "Ask me when I've returned home", suggesting to Feb that perhaps he was lost, insane, or both. When she asked him if she could contribute her services (as a stonemason), he told her to go kill an impala. She was uncertain as to whether this was some sort of local insult, or if he was just crazy. Extremely disappointed with this encounter, Feb left the poor lost dwarf out in the snow and approached the fortress itself.

Talking to the Soap Maker Tun Rintarkokeb

Stonecrafter: Tell me about this area.
Tun Rintarkokeb, Soap Maker: Ask me when I've returned to my home!
Stonecrafter: I seek the capital.
Tun Rintarkokeb, Soap Maker: Ask me when I've returned to my home!
Stonecrafter: I am here to discuss serving your cause.
Tun Rintarkokeb, Soap Maker: A beast from the wilds has been harassing people.
Tun Rintarkokeb, Soap Maker: Seek and kill the impala.
Stonecrafter: You look like a mighty warrior indeed.
Tun Rintarkokeb, Soap Maker: I am a soap maker.
Stonecrafter: Tell me about your family.

She finally reached the wall of the fortress, which was cold to the touch. Upon closer inspection, discovered that the wall was in fact made of solid ice!



Surely dwarves with the architectural knowledge and the planning skills to construct a fortress out of ice would possess unimaginable riches. Feb decided that the soap maker she had met was probably just the local idiot, and that the dwarves inside would be those of high class; the kind of dwarves that would appreciate her artifact. Her assumption that the fortress was rich was extenuated by the fact that there was a raw gemstone lying out in the snow, as if someone had carelessly dropped it there.



She decided that it probably wouldn't be missed, and stuffed it into her backpack.

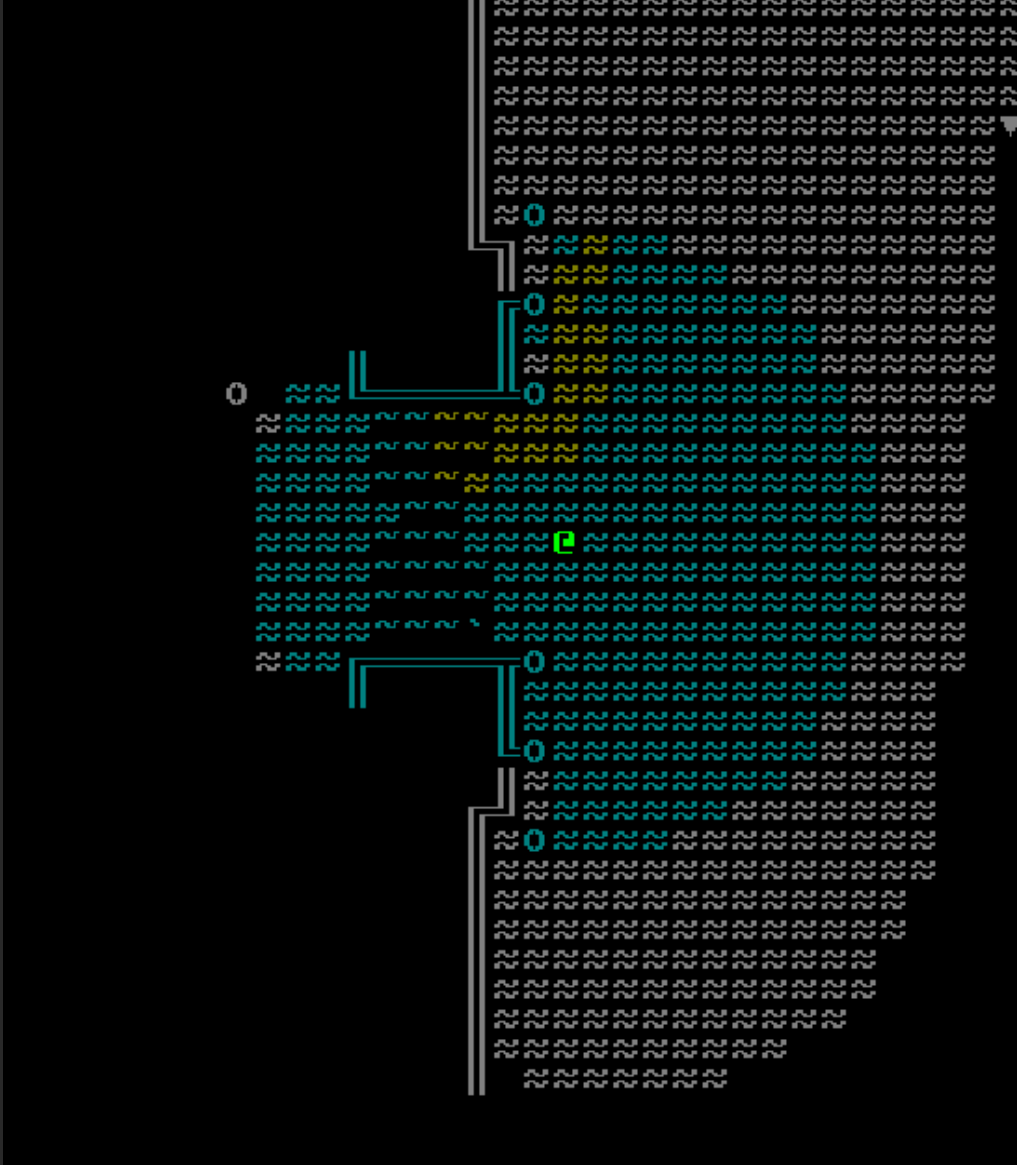
Feb's next objective was finding a way into the fort. She saw nothing but a vast wall of smoothed ice when she looked around her. She decided to walk around the perimeter of the place and see if the other walls were more promising. On her walk, she met another dwarf, this one a young peasant. This dwarf also responded to any of Feb's questions with "ask me when I've returned home!" and he likewise asked her to "kill the impala". Feb began to feel as if someone was playing a joke on her, but decided just to ignore this dwarf as well and progress onward into the fort. Maybe all of the sane people were hiding inside, which made sense; what kind of a dwarf walks around outdoors on the coast of an arctic ocean?

Past the insane peasant, Feb spotted a lump on the ground, covered with snow. After swiping it clean, it was revealed to be a turkey skeleton.



Feb wasn't sure what to think of that.

After walking all the way around the fortress's outer walls, Feb finally located the entrance and walked inside, looking for whoever was in charge.



The fortress's courtyard was littered with vermin corpses. On closer inspection, however, Feb determined that these were no ordinary vermin; they were the fabled fluffy wamblers, who were rumored to hail only from the lands blessed by the gods. Perhaps this tundra was indeed blessed. That would certainly explain why anyone would settle a fortress all the way out here despite the cold.



The question struck Feb as to why nobody had cleaned up this refuse. There was also a turkey corpse, this one not quite skeletal, lying in the courtyard. A turkey skeleton lying outside the fortress is one thing, having turkey remains lying around inside the courtyard is something very different. Something was extremely wrong with this place.

Feb carried on looking for the leader of this place, but she did so much more cautiously.

Near the south end of the courtyard, she spotted a dwarf sleeping, lying up against the icy wall and covered in snow. "Hey!" Feb called to him, but there was no response. When she arrived, she saw why.



The corpse was still fresh, no doubt preserved by the region's climate, and was covered in his own blood. But, in addition to the blood was something strange; some kind of purple mucus was splattered about his body. Perhaps there was some sort of titanic beast or demon dwelling in the ice fortress that omitted the stuff.



At this point, Feb was extremely tempted to leave immediately before she had to find out what killed that poor dwarf or what had caused the two dwarves outside to lose their minds. However, she could not stop thinking about the gem she had found outside or the mysterious material out of which the fort was constructed. She had caught a whiff of their wealth, and knew there had to be more somewhere in this fort. It was illogical and stupid, but that is simply the manner all dwarves behave in when gems or precious metals are involved. She decided to delve deeper into Silverywind. After all, if those mad dwarves outside had survived, surely at least one dwarf with his mental faculties intact survived within the place.

Part 4 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4060334#msg4060334>)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **notquitethere** on **February 18, 2013, 08:16:52 pm**

The longer an adventure goes, the more I anticipate sudden brutal death. I hope you get to the museum alive!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 18, 2013, 08:26:50 pm**

[Quote from: notquitethere on February 18, 2013, 08:16:52 pm](#)
The longer an adventure goes, the more I anticipate sudden brutal death. I hope you get to the museum alive!

It's going to be a long walk. Also, I plan to visit all of the dwarven fortresses, which is pretty much impossible to do and survive. We'll see.

Title: **Re: The Dinnerwandered Gazeteer**
Post by: **Bralbaard** on **February 19, 2013, 07:17:58 am**

Nice read, love the attention for detail. You indeed have quite a long journey to go. With all fortresses do you mean **all** fortresses? That might be a bit optimistic, try to drop something at the museum early in your quest, just in case you don't make it.

It actually seems to be quite nice weather in Silverywind for a change, I've seen worse.

[Quote from: Timeless Bob on February 17, 2013, 10:33:51 pm](#)
I was going to start with a full overhead tiling of all the streets and houses (images taken 1 z-level above ground level to maintain the privacy of anyone's homes and offices), much like you'd get from a satellite image. Places of interest in Dinnerwandered like the Museum, the Temple and the Marketplace as well as any merchants with a sign out front, would be noted and given a link to an image rendered in isometric style by Stonesense so that the place can be seen "from the outside".
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For the "sewers tours", I was thinking of making a separate map much like spelunker's do for cave maps, with some bits explored and with others remaining a mystery until some intrepid explorer actually lives to come back and tell the tale of his/her explorations into Terra Incognito. This way, bit by bit, the sewers will be mapped as well, up to the point that they can be - However, this depends on people actually surviving to tell the tale, so I will be using the posted adventures as my guide.

Sounds like you are putting a lot of effort into this, I'm really looking forward to those maps. I love your approach about maps with unexplored areas that may later be filled in.

A lot of adventurers have been delving in the catacombs and sewers but there are still some unexplored areas: we know several quest targets are hiding somewhere in the sewers that have not yet been found. Most of those would be submerged areas, and areas beyond steep drop-offs. Several players have posted about their adventures down there.

[Quote from: Timeless Bob on February 17, 2013, 11:02:32 pm](#)
For the museum proper, I'll have my hands full organizing everything, tidying up and stocking the gift shop/cafe. On the other hand, if a suitable spot for a mass grave can be found, I might just haul all of the unnamed body parts over and deposit them there, while the named body parts could become "historical artifacts" to be offered at the gift shop or given a place of honor in a display case.
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If the rooms directly under the Museum are available for storage, I'll be able to place museum offerings there until a more permanent place can be found for them to be viewed in the collections above. Just like any other museum, really. Regarding placement, I will, of course, listen to the suggestions of any surviving heroes as to their best placement.

Sounds good, this would obviously have to wait untill your turn. I think we should keep the central hall for the officially submitted pieces, there's tons of other junk that needs to be catalogued that could be moved to the surrounding buildings or other levels of the keep.

[Quote from: Timeless Bob on February 17, 2013, 11:02:32 pm](#)
In any regard, I plan to draw a picture of each exhibit in pencil once its place in the museum has been found and link it to the Museum walk-through map.

I'm working on something like this for the officially submitted pieces.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TheFlame52** on **February 19, 2013, 02:53:44 pm**

One of the vampires we have lying around should go down into the submerged sewers and clean out all the baddies.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **February 19, 2013, 08:27:53 pm**

I would happily volunteer my services for your *servitude*

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **February 19, 2013, 09:33:37 pm**

[Quote from: Eric Blank on February 19, 2013, 08:27:53 pm](#)
I would happily volunteer my services for your *servitude*

We need you to cut yourself so we can get blood that transfers vampirism... That way nothing will survive in the sewers

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **February 20, 2013, 01:33:46 am**

[Quote from: Eric Blank on February 19, 2013, 08:27:53 pm](#)
I would happily volunteer my services for your *servitude*

And so, fifty years after Teshil Despairdaub the vampire overlord was murdered, another vampire rose to power in Dinnerwandered...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Caldfir** on **February 20, 2013, 02:59:42 am**

This has been a fun read so far. Looking forward to more adventures :)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **February 20, 2013, 11:14:52 am**

Quote from: Bralbaard on February 20, 2013, 01:33:46 am

Quote from: Eric Blank on February 19, 2013, 08:27:53 pm

I would happily volunteer my services for your *servitude*

And so, fifty years after Teshil Despairdaub the vampire overlord was murdered, another vampire rose to power in Dinnerwandered...

Don't worry; Bora will never get the chance to do something exceptionally dangerous to the world, because there's not much to do in this version of the game, and in the next version it's almost certain that these saves won't function.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **February 20, 2013, 11:04:07 pm**

With Bora and company all cohabiting one itsy bitsy one room cottage, I wonder if a kindly dwarf will make it his/her duty to dig some storage rooms, guest bedrooms and maybe a larder pit to keep the food fresh. (It rubs the oil on its skin or it shall get the pike again....)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **February 20, 2013, 11:18:57 pm**

Or perhaps build a richly furnished "Adventurer's Bed and Breakfast" just north of Dinnerwandered in Copperwandered or something, since that place has been destroyed/abandoned as of turn 29 anyway.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Vgray** on **February 20, 2013, 11:37:05 pm**

How would the fortress building part work in the next version anyway?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **February 21, 2013, 12:21:39 am**

I think it's going to work pretty much the same, except that trees are going to be GINORMOUS compared to what they are currently, and the way logging is handled has almost certainly been changed (or will be, I dunno.) We'll also have the option to retire a fortress without resorting to DFhack as opposed to abandoning it. In terms of how it will all affect succession games... Not a damn clue.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 21, 2013, 12:28:25 am**

Well, the fact that 100% of settlements will actually be in the game should very much enhance adventurer mode.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **notquitethere** on **February 21, 2013, 07:52:23 am**

I'm excited for the next version. How's the turn coming along, Mr W.?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 21, 2013, 02:42:31 pm**

I haven't played since the last update. I'm planning on writing another update and playing through the exploration of Silverywinds tonight.

Title: **Re: How will the new version look?**
Post by: **Timeless Bob** on **February 21, 2013, 05:08:12 pm**

I modded all the races in Masterwork Mod to "build cities" "have banditry" "build roads" and "build walls". The I genned a 250 year old world with just five races. More than five crashed the game, there were so many interactions. However, because dwarven Mountainhomes exist as towns and cities in the human style, with various nasties in their sewers, and Goblins also had their own cities, with divergent factions of goblins in THEIR sewers (the history of goblin vs goblin warfare is fun to read on some of the world gens.), all that meant that there was elf, human and dwarf sized equipment all over the place too. Going from dwarf to elf controlled areas, for instance, actually changes the nature of the stuff found in those civs, which is pretty cool. Also, the Frogmen civilization being amphibious, populates throughout the seas as well - I imagine the town sites are these little specks of land or something now, which would make great embark areas for ocean spanning bridge-builders who bring all their supplies with them.

Anyway, if you go check out the nascent community game in my sig link, I think I posted a world map showing all the civ sites, each of which is explorable in adventure mode. Of course, everything is shaped using the Human code, so no humungous trees or extensive goblin/kobold/dwarven underground sites or tunnels (since none of these have been implemented yet), but it's the best I could do with the material I have.

Nobody seems interested in actually playing the game, but the world is given freely for people, if they want to mess around with it.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **February 22, 2013, 04:08:43 pm**

Once that new version comes out... I can finally play a dwarf

Title: **Re: The Dinnerwandered Gazeteer**
Post by: **Timeless Bob** on **February 22, 2013, 07:54:28 pm**

Here's what I have so far:
[Spoiler](#) (click to show/hide)

Dinnerwandered
Sector Map



What each Sector contains:

- G-1
The Morality of Ivory, Weaponsmith shop
- F-2
The Saint of Celebrating, Bone Carver
- E-2
The Fortuitous Beans, Leatherworker
- K-2
The Strong Grasp, Imported Foods
The Shark of Shattering, Leather Supplier
- L-3
The Fierce Hollow, Leather Supplier
- L-4
Entrance to the Sewers
- K-3
The Labrynthine God, Imported Foods
The Helmed Spring, Imported Clothing
- K-3 to L-4
<insert name here> ,Market
- I-3
The Wonders of Flesh, Imported Goods
The Tiled Torches, Imported Goods
- G-3
The Tempest of Pointing, Cloth Supplier
The Scorching Freckles, Cloth Supplier
The Tempted Cut of Subtleties, Stone Furniture
- F-3
The Celebrated Bolt, Imported Clothing
- E-3
The Spire of Medicine, Imported Goods
The Aura of Confining, Imported Goods
- E-4
The Quick Saturninity, Bone Carver
The Beige Talons, Bone Carver
The Slave Pit, Gladiator Arena
The Field of Portals, Cloth Supplier

- H-4
 - Dinnerwandered Cistern
 - North Entrance
 - Dinnerwandered Catacombs
 - The Tomb of Iddim Taramadoth
 - The Tomb of Hathur Arthaoquoh
 - Unexplored Passages
 - East Entrance
 - Entrance to the Sewers
 - The Tomb of Hathur Arthaoquoh
 - Unexplored Passages
 - West Entrance
 - Dinnerwandered Catacombs
 - Unexplored Passages
 - South Entrance
 - Dinerwandered Catacombs
 - The Tomb of Ica Pobegelu, Lady of the Realm of Ancients
 - Unexplored Passages
- G-4
 - The Quiet Bunches, Leather Goods
- I-4
 - The Ship of Visions, Leather Clothing
- J-4
 - The Hazy Kegs, Leather Clothing
- M-4
 - The Silky Stoker, Leather Clothing
- N-4
 - The Loaf of Submerging, Bowyer
- L-5
 - The Vision of Righteousness, Imported Goods
- J-5
 - A section of the Outer Wall
- I-5
 - A section of the Outer Wall
 - The Wondrous Flag, Bone Carver
- H-5
 - The Brother of Sisters, Imported Foods
 - Dinnerwandered Warehouse
- G-5
 - The Submerged Hollow, Leather Supplies
 - The Helmed Tongs, Metal Furniture
- E-5
 - The Field of Portals, Cloth Supplier
 - The Allied Rights, Imported Clothing
- D-5
 - The Mindful Impunity, Cloth Supplier
 - The Blotted Flesh, Imported Clothing
- C-5
 - The Droopy Trance, Woven Clothing
- A-6
 - The Fields of Curiosity, Imported Clothing
- B-6
 - The Day of Seizing, Bone Carver
 - The ordered Realm, Imported Clothing
- C-6
 - The Mortified Satins, Imported Goods
 - The Severity of Quests, Woven Clothing
- D-6
 - The Owl of Vessels, Woven Clothing
 - The Ace of Rumors, Woven Clothing
- E-6
 - The High Balance, Imported Clothing
 - The Most Bank, Imported Clothing
- F-6
 - The Hug of Lunch, Impoted Goods
 - The Gladness of Manors, Leather Suppliers
 - The Seed of Trailing, Leather Clothing
- G-6
 - The Steppes of Recreation, Leather Suppliers
 - The Most Wasps, Cloth Suppliers
- H-6
 - The Polished Nature, Leather Clothing
 - The Bald Inches, Imported Foods
 - The Vermilion Bunch, Leather Suppliers
- I-6
 - A section of the Outer Wall
- J-6
 - A section of the Outer Wall
 - A section of the Inner Wall including the Northwest and North Towers
- K-6
 - A section of the Outer Wall including the North Gate
 - A section of the Inner Wall including the Northeast Tower
- L-6
 - A section of the Outer Wall

M-6
A section of the Outer Wall
The Dress of Wings, Imported Foods

N-6
A section of the Outer Wall

O-6
The Plant of Touch, Imported Foods

O-7
The Immortal of Twinkles, Imported Foods

N-7
A section of the Outer Wall including the East Gate

M-7
The Dead Whisper, Imported Goods
The Freindly Healing, Imported Foods

L-7
The Maw of Mazes, Imported Clothing
The Feral Claws of Autumn, Cloth Supplies
The Cut of Onions, Cloth Supplies

K-7
The Silk of Authoring, Imported Goods
A section of the Inner Wall including the East and Southeast Towers

J-7
The Tame Hug, Imported Foods
A section of the Inner Wall including the South and Southwest Towers as well as the Inner Gate
The Museum

H-7
A section of the Outer Wall including the West Gate

G-7
The Most Wasps, Cloth Supplies
The Silver of Owners, Armorsmith
The Combination of Chains, Leather Supplies

F-7
The Remarkable Chambers, Bone Carver
The Mahogany Furnace, Imported Goods

D-7
The Saffron of Helping, Leather Clothing
The Lyrical Savants, Bone Carver
The Renowned Light, Imported Goods
The Clasp of Unions, Imported Clothing
The Intense Excavation, Cloth Supplies

C-7
The Squashed Actions, Imported Clothing
The Glaze-Cross of Adventures, Woven Clothing

B-8
The Tax of Trumpets, Imported Goods
The Circumstantial Grooves, Imported Clothing
The Pleated Sense, Imported Goods

C-8
The Targets of Shell, Imported Foods

D-8
The Windy Flames, Imported Clothing
The Ford of Planters, Cloth Supplies

E-8
The Tails of Extrication, Imported Goods
The Cremation of Cacti, Woven Clothing
The Tenebrous Show, Cloth Supplies

F-8
The Crab of Sorcery, Imported Clothing
The Coincidental Horn, Imported Goods

G-8
The Entrancing Bottles, Leather Supplies
The Glee of Strays, Imported Food
The One of Desks, Woven Clothing

H-8
The Purple Empires, Woven Clothing
The Socketed Beach, Woven Clothing
A section of the Outer Wall

I-8
The Wasp of Dales, Imported Food
A section of the Outer Wall

J-8
A section of the Outer Wall

K-8
The Lace of Righteousness, Imported Clothing
A section of the Outer Wall

L-8
A section of the Outer Wall

M-8
A section of the Outer Wall

O-8
The <insert name here> bridge over the <insert name here> river

I-9
The <insert name here> bridge over the <insert name here> river

H-9
The Tempted Hide, Imported Goods
The Everlasting Abyss, Imported Clothing
The Rosy Church, Imported Goods

G-9
The Virgin of Comets, Imported Foods

F-9
The Primitive Spark, Leather Goods
The Virtue of Planters, Imported Goods
The Taxes of Enchantment, Bone Carver
The Flickering Hour, Bone Carver
The Fondled Merchant, Bone Carver

E-9
The Rift of Telling, Imported Foods

C-9
The Faithful Moment, Leather Clothing

B-9
The Beers of Tin, Leather Clothing
The Quiescence of Calling, Leather Clothing

B-10
The Phrase of Ancients, Leather Clothing

G-10
The Curled Seed, Imported Goods

H-10
A section of the <insert name here> bridge over the <insert name here> river

I-10
A section of the <insert name here> bridge over the <insert name here> river

N-11
The Frills of Battering, Woven Clothing

G-11
The Curiosity of Riddles, Imported Clothing

D-11
The Remarkable Points, Imported Goods

B-11
The Inky Virtues, Wooden Furniture

D-12
Water Well
The Basis of Containing, Imported Foods

E-12
The Adulation of Queens, Leather Goods
The Divine Columns, Leather Goods
The Sweet Door, Metal Crafts

F-12
The Neutral Rout, Gem Cutter
The Group of Rain, Imported Clothing

G-12
The Released Mysteries of Growing, Imported Foods

H-12
The <insert name here> bridge over the <insert name here> river
The <insert name here> bridge over the <insert name here> river

I-12
Water Well

C-13
Water Well

D-13
The Safe Spine, Imported Clothing

E-14
Water Well
The Embraced Pad, Imported Goods

F-14
The General of Waves, Imported Food

D-15
Water Well

H-15
The <insert name here> bridge over the <insert name here> river
Water Well

None of the streets have any names, but except for one road that passes through Dinnerwandered from the south and west, all of them are 3 tiles wide. So this is my thought: Call the big 7 tile wide road something like "King's Boulevard" and then use the Outer Wall gates as focal points, with "North Gate Road", "East Gate Road" and "South Gate Road" leading through those respective gates and being main roads that extend out in a more or less straight line until they end in a "T" like North Gate Road and East Gate Road do, or feed into King's Boulevard like West Gate Road does.

You'll notice that pretty much of the whole south eastern quadrant of Dinnerwandered is an agricultural area, so those roads will be "Rural routes", except for the one going past the store in sector N-11, which will be "Buttering Way", (Using the last part of the store's name, "The Frills of Buttering").

It's a little arbitrary, but here's the road naming convention I was thinking of for the rest of Dinnerwandered:
After naming King's Boulevard and the various "Gate" roads, the next set of roads should be named after the bridges they cross. I haven't checked on those bridge names yet, so I don't know what those roads will be named, but that's the next step. After that, any roads without names will use the last part of the shop nearest to a named road's name followed by way, street, lane ect... whatever sounds right. After that, any still unnamed roads passing through the same sector as part of the Inner or Outer Walls will be named by that landmark, such as "North Wall Lane".

After that, any unnamed roads will be named after any wells that they happen to pass by. Example: "Gneiss Well Road". And lastly, any still unnamed roads without any features around them to give them a name will become "Alleys" connecting two other roads and be arbitrarily named by anyone who wants to give it a name, like "Three Kobolds Alley" or "Drifter's Alley" or whatever.

Before I go to it though, does the group have any objections to this, or any other suggestions?

Title: **Re: The Dinnerwandered Gazeteer**
Post by: **Timeless Bob** on **February 22, 2013, 08:05:10 pm**

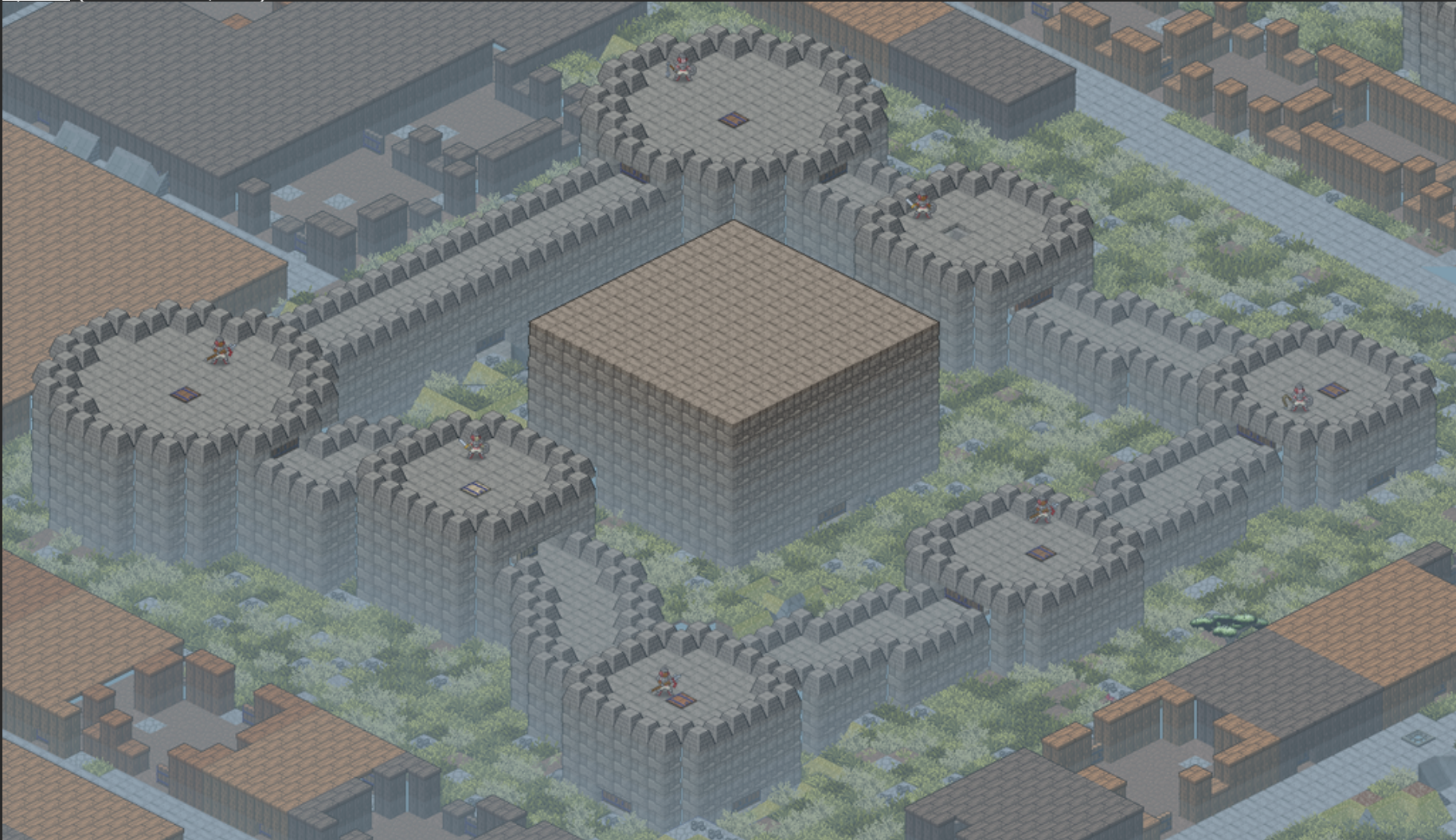
"Timeless Bob has been taken by a Fey mood" Am I right?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **February 22, 2013, 10:40:45 pm**

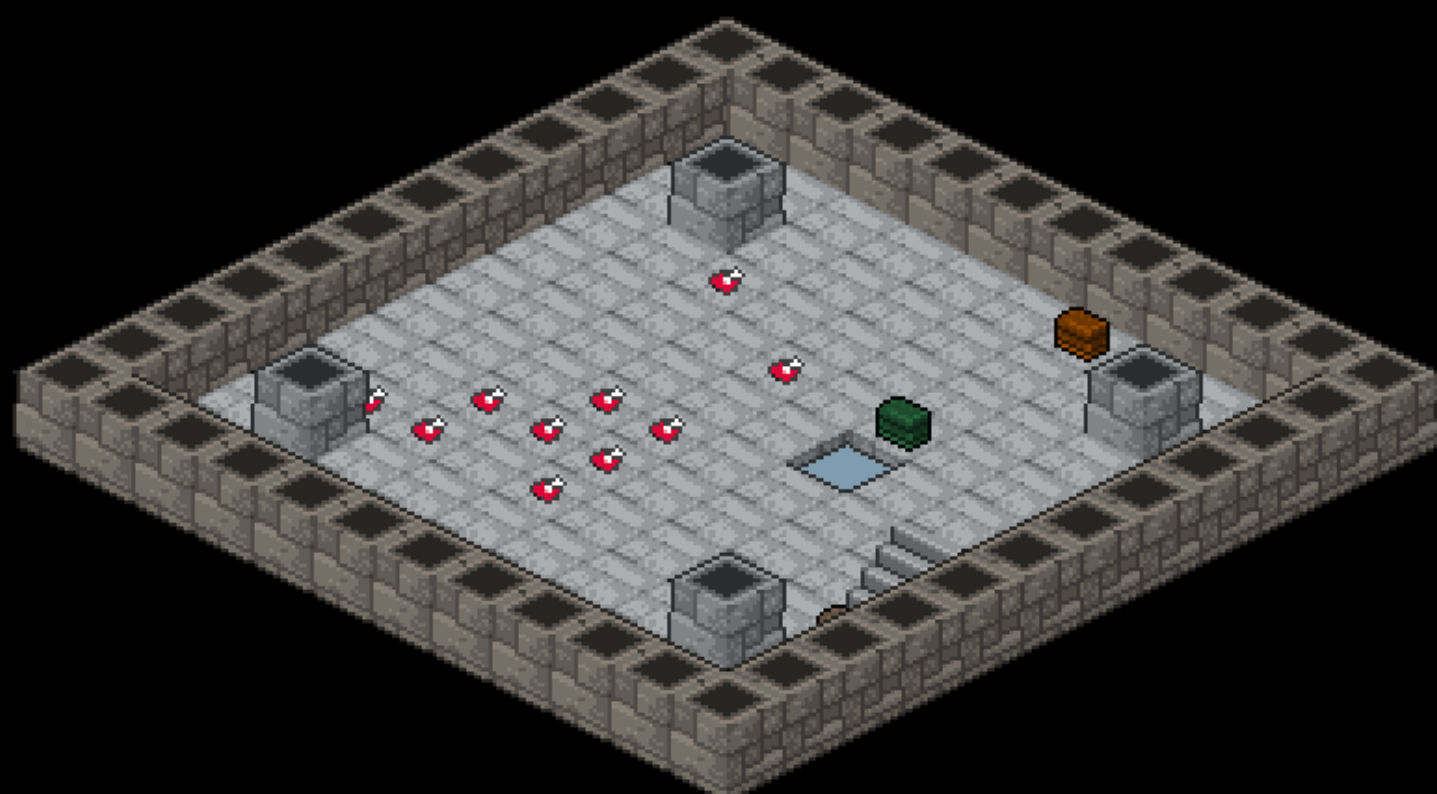
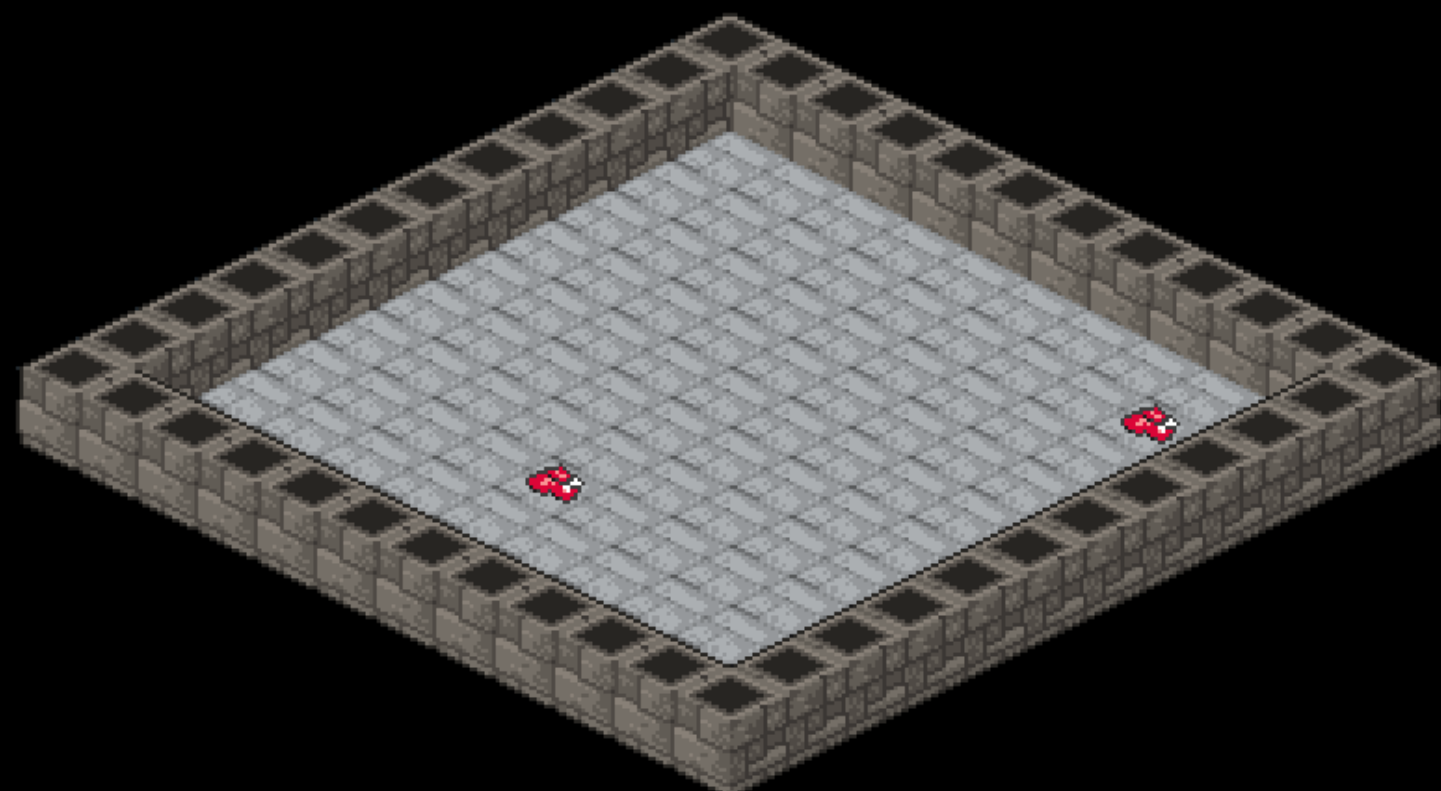
Timeless Bob cancels Strange Mood: Too insane
Timeless bob has gone stark raving mad!

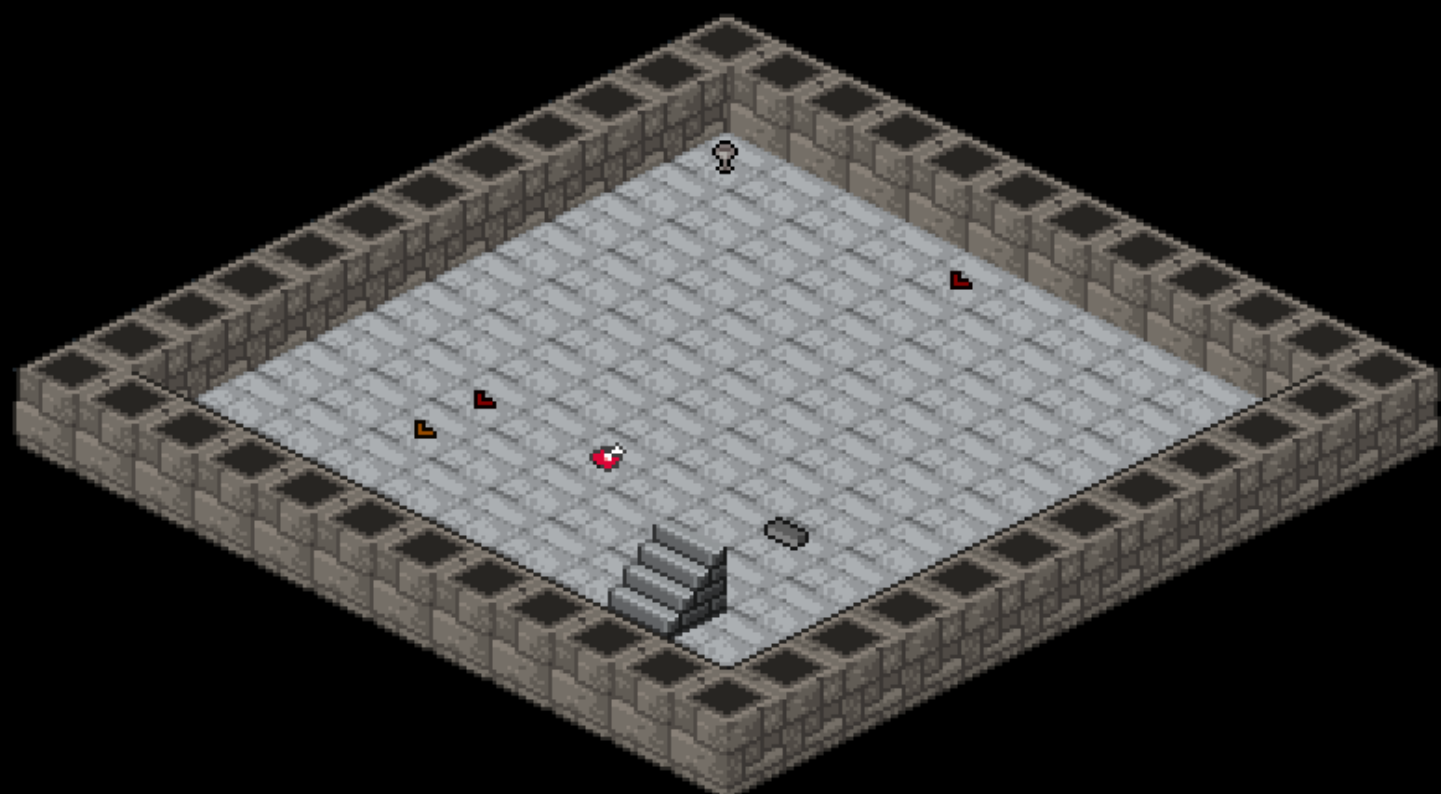
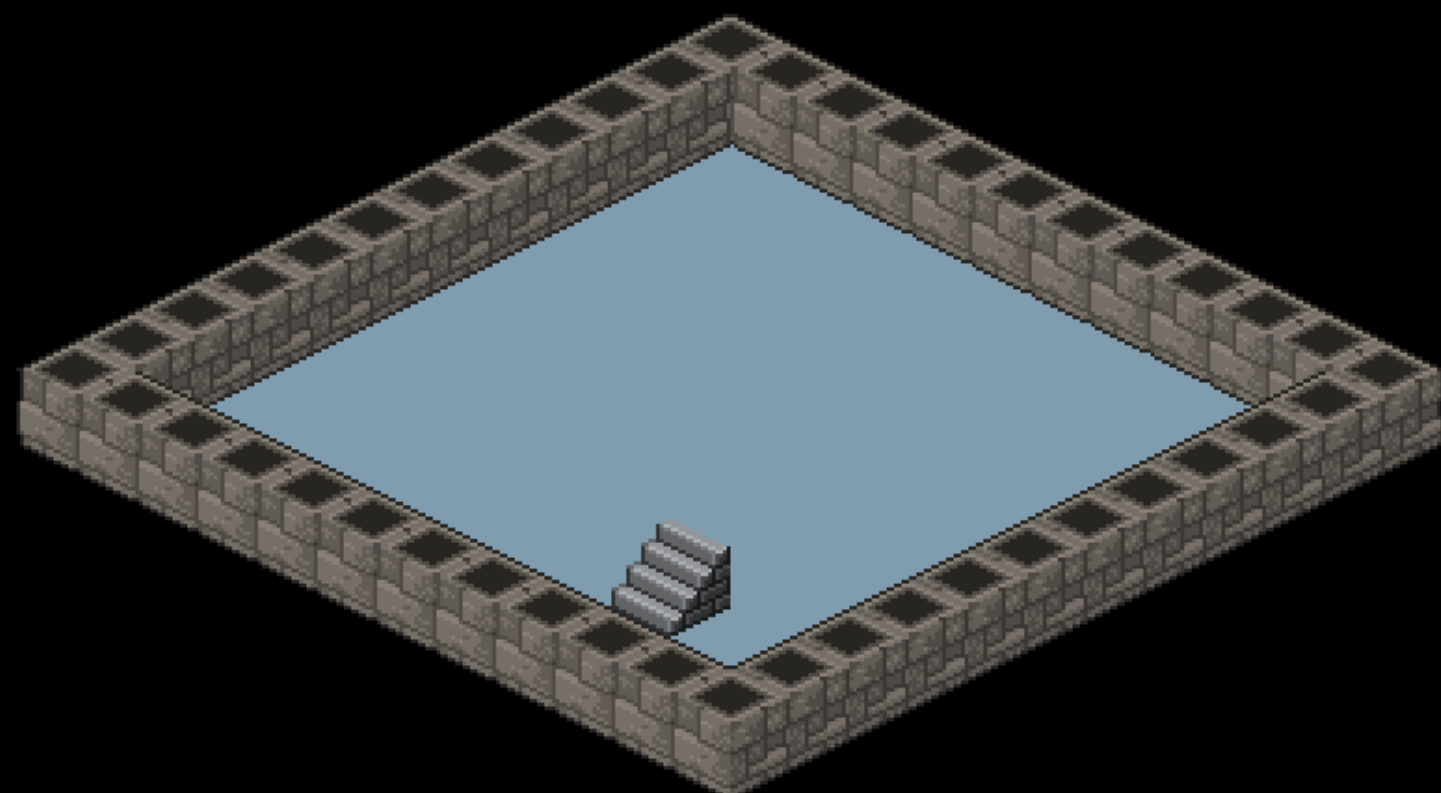
Title: **Re: The Dinnerwandered Gazeteer**
Post by: **Timeless Bob** on **February 23, 2013, 04:28:46 pm**

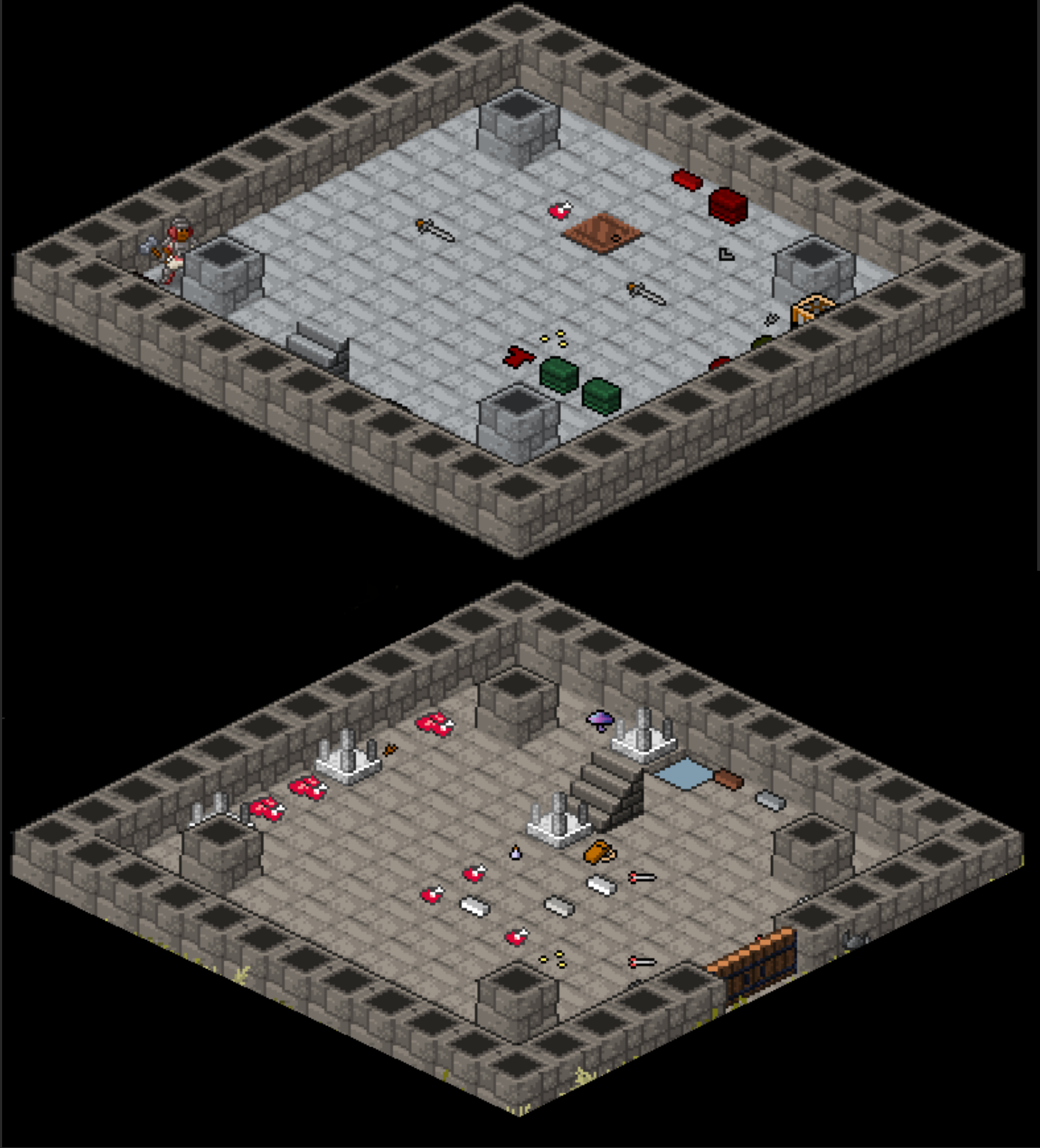
Here's more eye-candy for the Gazeteer project:
An isometric view of The Museum and the Inner Wall
[Spoiler](#) (click to show/hide)



...and for the museum proper, single-floor isometric images for each floor as well.
[Spoiler](#) (click to show/hide)







You'll notice I'm naming each floor above ground as "1st" through "6th". Think of the Ground floor being a "0" on a number line extending upward. I'm doing this so that the same naming convention can be used for the sewer maps as well (however incomplete they remain).

I think we may have solved the reason why things can't be placed on the tables right now - the tables haven't been set on their legs yet... I wonder if that magnetite artifact is under a table-top and is "unseeable" because of that? Hmmm....

Title: **Re: The Dinnerwandered Gazetteer**
Post by: **Timeless Bob** on **February 23, 2013, 11:43:24 pm**

OK, so after combing through Legends mode, I came up with some interesting historical information, which may also shed some light on the fact that there's a friendly goblin civilization right next door. First, though, some historical locations in Dinnerwandered:

- Bottledcave the Stoked Pits (Sewers)
- The Grottocavern (Catacombs)
- The Sacrificial Knight (River)
- The Sooty Monastery (Temple)
- The Obeisant Abysses (Dungeon)
- The Shrine of Malice (Temple)
- The Temple of Lurking (Temple) (Built by "the Faith of Beetles" whose main god was "Bistra the Illness of Spies"), therefore cannot be built before than 1013
- The Shameful Church (Temple) (Protected by "Bistra the Illness of Spies" who vamped Teshil Despairdaub the cavefish man for profaning it in 117)
- The Sanctuary of Demons (Temple)
- The Dutiful Lash (Keep)

Many of these sites have little to no "known information" attached to them yet, other than passing mention in "so and so profaned the ... and was cursed with ..." or "so and so was suspected of murder and moved to such and such a place in Dinnerwandered."

However, it turns out that Bistra, the Illness of Spies is also an ardent object of worship in "The Curse of Mites", the goblin civilization to the northeast of Dinnerwandered. In fact, back in the early hundreds, several people were abducted from Dinnerwandered to "resettle in Hatredhex", which happens to be a hamlet just south of the coastal town there. The reason this is pertinent, is that Hatredhex was attacked by a rampaging serpent woman were tortoise (a curse gained after profaning one of Bistra's goblin temples), which had the interesting effect of allowing several of the abductees to resettle in Dinnerwandered shortly thereafter. At this point, however, Bistra was an object of ardent worship to them and became firmly entrenched in the Human pantheon of the Realm of Ancients.

So, back in 104 there was this band of cavefish man outcasts called "The Oily Fingers" (or something like that) and their leader was a General by the name of Teshil Despairdaub (Recognize that name?) Anyway, they moved into Dinnerwandered around 117 and Teshil decides to knock over the town's temple, called "The Shameful Church", which pisses Bistra off so she blasts him with vampirism. Nobody hears from him for a few years until 120 when he decides that vampirism is pretty awesome after all and makes Bistra his object of ardent worship. "It's not a bug, it's a feature..." Well, soon after that, he thumps the local chief upside the head and becomes the Law-giver to the entire Realm of Ancients. The deposed chief skulks off into obscurity, and Teshil rules as de-facto tyrant, fending off various other vampires trying to depose him until 833 when he decides to go for godhood instead.

833 is when Teshil founds "The Sinful Coven" as an inner circle cult that steadily gains members (and new vampires) for the next 150-ish years until 988 when Onmo Howlcarried accomplished a religious coup to be "The Holy Tear" of The Sinful Coven and moved out of Dinnerwandered just to be safe. Teshil is furious and creates a religious schism by 1010 creating a grass-roots version of Bistra worshipers who call themselves "The Faith of Beetles". This new version is so popular that by 1019 Onmo Howlcarried is forced to give up his title and all the surviving members of The Sinful Coven are absorbed into The Faith of Beetles.

After 1013, Teshil HIMSELF has become an object of ardent worship for pretty much everyone in Dinnerwandered, right up there in the pantheon with Bistra the Illness of Spies, although he still holds her as HIS object of ardent worship. So from 1013 on, Teshil is the high priest of the theocracy of Dinnerwandered, the apex of which is an originally goblin goddess known for torture and death.

The way I figure it, Teshil was being canny, setting up the Temple of Lurking as "the Museum" back in 1051. By getting a bunch of adventurers to come bring items, he'd be able to get them to thin out the other vampires in the Grottocavern, The Obeisant Abysses and Bottledcave the Stoked Pits as well as all the other assorted were-cursed and vamped beings biding their time in the surrounding hamlets and lairs. He wasn't prepared for those selfsame "voluntary mercs" to take him out as well! (After all, he'd been the god-king of Dinnerwandered in all but name for almost a century, and had fended off all other threats to his power for over a millennium!)

Now there's this vacuum of power with a couple newer vampires working together in an egalitarian style and Bistra is losing worshipers left and right to various creature/adventurer attacks and old age. It feels like the new century may finally molt the traditions of the past and bring Dinnerwandered into the face of a new age altogether.

EDIT: June 6th
It has come to my intention that the keep housing the Museum is called "The Dutiful Lash" and the Temple of Lurking is the large colosseum-like structure to the north-west.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 23, 2013, 11:45:31 pm**

For some reason I am unable to continue playing Feb. Whenever I select that save, Dwarf Fortress attempts to load it for a minute, then immediately crashes. I can open all of my others saves, both dwarf mode and adventurer mode. I have no idea what's causing this or how to fix it.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **February 24, 2013, 12:02:54 am**

Incidentally, I hiked over to Sunkengem via King's Boulevard in adventure mode and was surprised to find a down-stair into the sewers just before the road turned into dirt. I figured most people fast-traveled right past without even knowing it was there.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **February 24, 2013, 04:30:10 am**

Quote from: MrWillsauce on February 23, 2013, 11:45:31 pm
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Hmmm. It could be a problem with the raws if we are lucky, try replacing the raws of the savegame with those of an older savegame of this succession game. That might work. If not, you can start a new adventurer for a short adventure.

Great work on all the background information and maps, timeless bob. I'll try to update the first post with links to all that information soon. I hope to have some time later today

Title: **Re: The Dinnerwandered Gazeteer**
Post by: **Bralbaard** on **February 24, 2013, 08:03:10 am**

Allright, I've added some links to Timeless Bob's posts in the first post of the topic.

Quote from: Timeless Bob on February 23, 2013, 04:28:46 pm
I think we may have solved the reason why things can't be placed on the tables right now - the tables haven't been set on their legs yet... I wonder if that magnetite artifact is under a table-top and is "unseeable" because of that? HmMMM....

So stonensense renders items now? I placed all the furniture in adventure mode, and as such, couldn't 'b'uild the tables, only drop them, this looks ok in ascii, but stonensense now draws them upside down.. :). Anyhow the unseeable status of the magnetite amulet is a bug (<http://www.bay12games.com/dwarves/mantisbt/view.php?id=1179>). It has probably disappeared from the museum inventory and teleported itself back to Silverywind. This is probably also what happened earlier when the artifact couldn't be found on my adventurers corpse, back then I did not know about the bug and sought another explanation.

Quote from: Timeless Bob on February 23, 2013, 11:43:24 pm
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--snip--
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I don't think the goblin civ is friendly, my adventurers were attacked on sight in Ruthlessmob, but that town was almost abandoned. The nearby village of Boarmenaces apparently had already been captured by Omon Woge, as the friendly goblins there refered to Dinnerwandered as their capital. It lies in the middle of cursed territory and can't have been settled by humans, it must have been captured.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **☼!!Troll Fur Sock!!☼** on **February 24, 2013, 12:14:41 pm**

Add me to the list. Boogeyman horns anyone? I think there is a bug that will stop them from dissapearing...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 24, 2013, 01:57:17 pm**

Quote from: Bralbaard on February 24, 2013, 04:30:10 am
Quote from: MrWillsauce on February 23, 2013, 11:45:31 pm
For some reason I am unable to continue playing Feb. Whenever I select that save, Dwarf Fortress attempts to load it for a minute, then immediately crashes. I can open all of my others saves, both dwarf mode and adventurer mode. I have no idea what's causing this or how to fix it.

Hmmm. It could be a problem with the raws if we are lucky, try replacing the raws of the savegame with those of an older savegame of this succession game. That might work. If not, you can start a new adventurer for a short adventure.

Great work on all the background information and maps, timeless bob. I'll try to update the first post with links to all that information soon. I hope to have some time later today

Alright, I'll try that. I don't know if I will start a new adventurer if this doesn't work. Believe it or not, it took me several hours to write each of those updates.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 25, 2013, 03:57:15 pm**

Huzza! The save miraculously works fine after a RAW transplant and a system reboot (it didn't work immediately after I copied in new RAWS, and it didn't work the first time I restarted my computer, but after doing both it runs perfectly). I am currently exploring Silverywind, and you all can expect an update or two tonight. I'm going to go into adventurer overdrive and try to catch up on my lost time. I know I'm pushing the limits of my time constraint, and I haven't gotten close to achieving half the things I want to with Feb. Hopefully for your sake she will die suddenly so that we can get on with the turn list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 25, 2013, 07:45:58 pm**

When we last left our heroine, she had set off from her decrepit homeland of Ishenmistem in search of a new dwarven city to call her home. She hoped to find a place where she could practice her beloved profession, stonecrafting. Her first stop on this adventure was, unfortunitously, the home of an ancient vampiric goblin "doctor" and his subordinates. Right as she was about to confront this devil, Providence intervened in the form of a Fey Mood. After over a dozen hours of banging rocks together in the snow, she produced her legendary masterpiece and christened it... well, she didn't

christen it anything (partially because she hadn't the slightest idea what a "Christ" was and mostly because she existed in the database of a computer game, the systems of which did not recognize her talents as particularly legendary). Anyway, she now had something to prove to whatever dwarven settlement she stopped at that she was indeed a skilled stonecrafter. The only problem was that she had no idea where any mountainhomes were (apart form Ishenmistem, but there was no way in Hell she was going back there). She attempted to reconcile her difference with the murderous fiend back in the shack, and he agreed to tell her of all the dwarven settlements he knew of, on one condition: Feb had to deposit her masterpiece at the museum in Dinnerwandered so that all patrons of art could appreciate its magnificence. His flattering description of her artifact did not hurt to convince her to agree. The closest dwarven settlement to the goblin's shack was a fortress called Silverywind to the northeast, on the coast of an arctic ocean. She promptly set off, but not before murdering the grayskinned sage and taking all of his expensive clothes for herself. Upon arrival, she found the fortress to be filled with insane dwarves, poultry corpses, gems, and a dead body covered in disgusting purple goo. Now, at Silverywind...

Feb looked around the abandoned trade depot for gold or gems, but found the place completely empty. Strangely enough, she found a mountain of trade goods to the northwest of the depot itself, along with several dead fluffy wamblers. Amid the mixed pile of refuse and treasure was a campfire burning brightly in the perpetual blizzard that surrounded and engulfed Silverywind. Feb seriously doubted that any of the dwarves she had met at this place had the mental faculties to construct a fire, and concluded that the fire was probably left by another dwarven adventurer (she assumed he or she was dwarven due to the fact that the fire persisted to burn in this unaccommodating environment). Hopefully, then, even if Feb couldn't find a sensible inhabitant of this gods-forsaken place, she might be able to find a sane, homeless dwarf such as herself to partner up with.



From the pile, Feb took all of the gems she could find (four), one wooden bucket (I don't know why), and - most notably- a steel pick! Although it had no notable attributes and was by all means an average/slightly below average weapon, Feb marveled at it. She, being from her pitiful homeland, had never laid eyes on a steel object in all her life, and this pickaxe astounded her. She held it in the air, and vowed to smite any foes or rocks that accosted her with it. The fact that it was covered in that strange abhorrent mucus did not deter her in the slightest.

Feb pressed on exploring, finding an abandoned carpentry workshop and an old mason's shop. She was tempted to create something herself, but found no available virgin stones, and she was unwilling to lug a boulder through a blizzard in her exhausted state just to make a damn puzzlebox.

To the west of the mucus-covered pile of animal remains and (formerly) treasure, Feb ascended an ice ramp (also covered in mucus) to find a building with two doors made of solid gold (one of which was propped open by the corpse of a donkey) and two statues of the same dwarf. On the base of each of the statues was inscribed "Mistem Matchedtool".

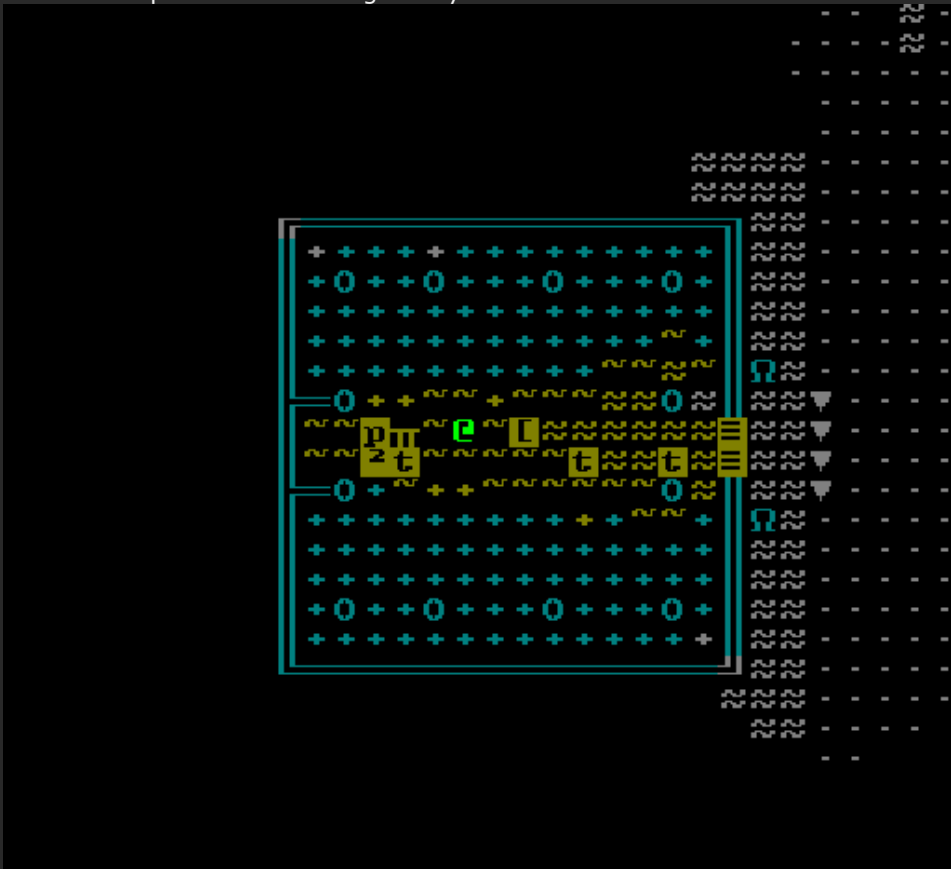


≡dolomite statue of Mistêm Matchedtool≡
This is an exceptional dolomite statue of Mistêm Matchedtool. The item is an exceptionally designed image of Mistêm Matchedtool the dwarf and brown recluse spiders in dolomite by Stinthäd Dumatanan. Mistêm Matchedtool is surrounded by the brown recluse spiders.
dolomite statue of Mistêm Matchedtool
This is a superior quality dolomite statue of Mistêm Matchedtool. The item is a superiorly designed image of Mistêm Matchedtool the dwarf and a slab in dolomite by Stinthäd Dumatanan. Mistêm Matchedtool is raising the slab.

Feb assumed that the figure depicted in each of the statues was this "Matchedtool", and derived from the one with the slab that he was probably some sort of mason. Due to the fact that he was immortalized on the outside of this gold-doored building, Feb inferred that he was definitely a man of great importance. Perhaps this slab was some sort of artifact he had created, and he was highly acclaimed for this. Feb's desire to explore this mysterious fortress grew keener from this discovery, and she pressed on through the golden doors (after trying in vain to unhinge them and take them with her).

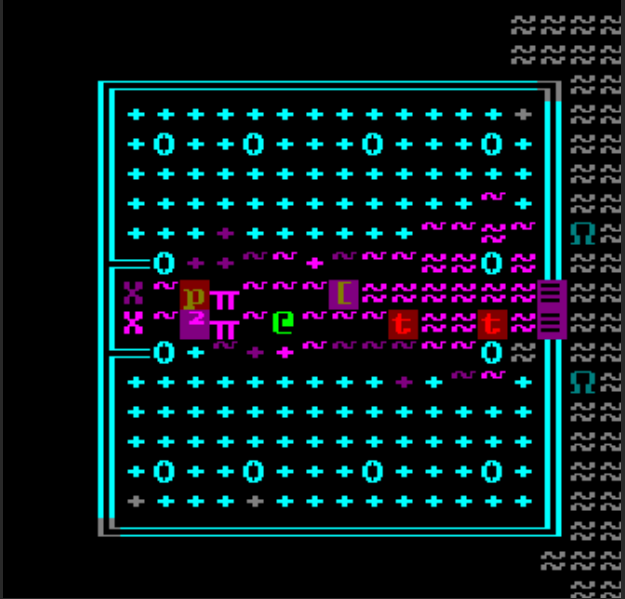
Inside, she found the place littered with the corpses of more fluffy wamblers, along with several domesticated animals. Facing the golden doors were a pair of iron thrones, and behind them was a set of spiral staircases leading both upwards and downwards. Feb concluded that this place was once the throne room of Matchedtool, but, judging by the layers of dust and mucus on the thrones and floor, it had not been used in decades. She highly doubted that she would find this historical figure (and if she did, he would be either be insane like the others or a corpse). Either way, at the very

least she hoped to visit the legendary tomb he was sure to reside in.



Feb pushed the dead donkey out of the doorway, then secured it as best she could and attempted to rest in this mucus-covered throne room. She did not rest easy; the idea that any of the mad dwarves could climb up that staircase and find her sleeping was extremely unnerving. That, and the fact that she was sleeping on a floor plastered with dried fluorescent mucus. She slept with her pickaxe and knife at a short length from her.

Eight blissful (despite the cold, the fear of being killed or raped, and the scent of rotten corpses and mucus) and long-awaited hours of sleep, Feb awoke to the light of day, shining through the walls of ice that the throneroom was constructed from. In this light, she could now fully appreciate the bright colors that the mucus had to offer. She strained to keep from vomiting profusely.

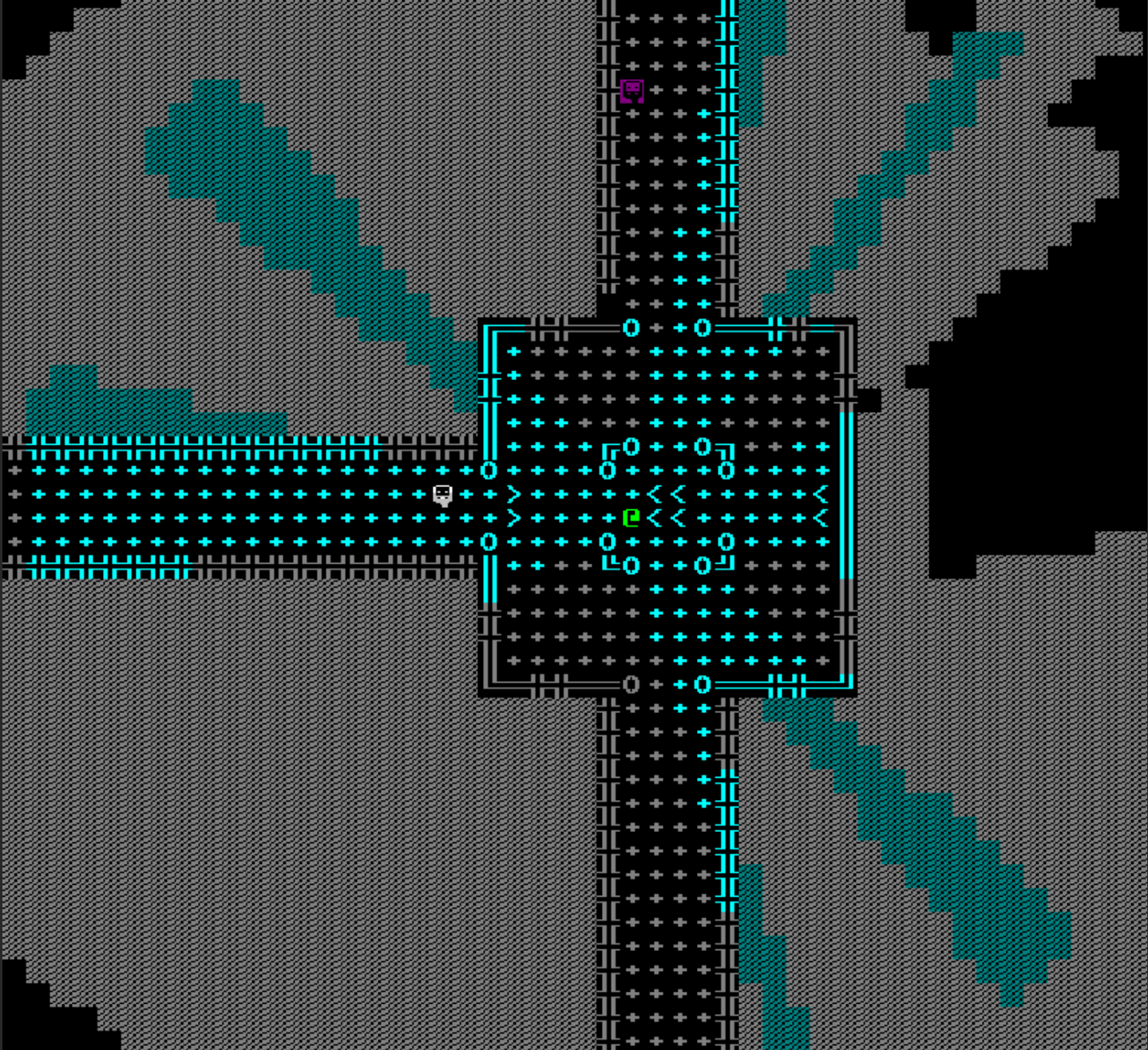


She rushed outside to get some air, only to find it an even brighter shade of purple. This time she *did* vomit profusely.



After catching rushing to a clean patch of snow and collapsing onto it, Feb vomited a bit more and caught her breath. When she had calmed down, she ate a filling breakfast of wolf meat. She now felt ready to explore further into the fort, and walked back into the throne room and ascended its stairs.

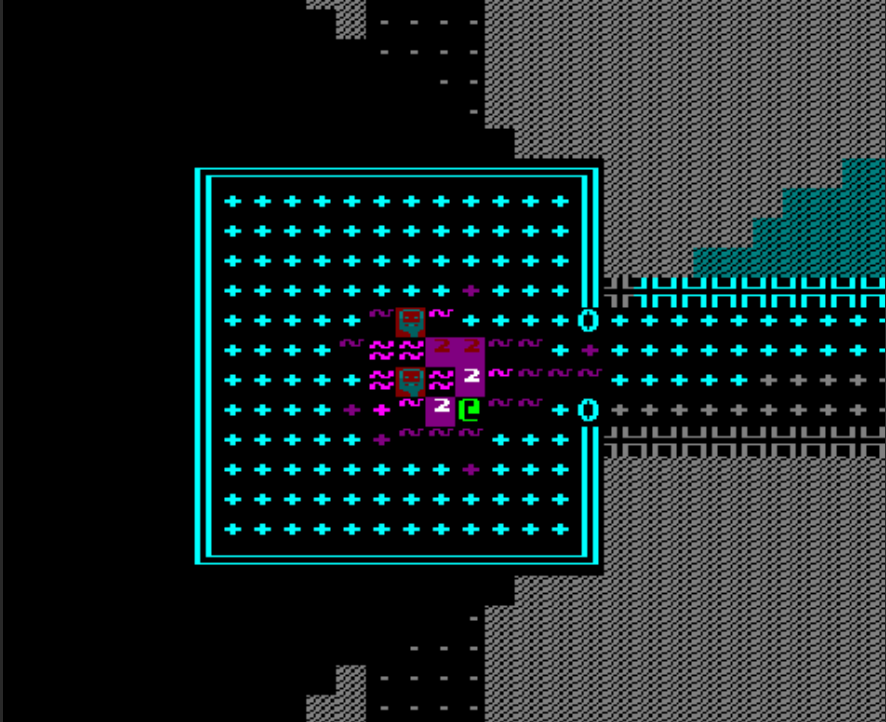
At the top of the staircase, she beheld a truly magnificent work of architecture: a tall and structurally sound tower of ice, with three ice bridges extending from it to the west, south, and north. All of the bridges were sheltered from the freezing cold, apart from slit fortifications in their walls, allowing wind to sweep in and nip at her exposed flesh.



Any fort made of ice was exceptional, but one built to the extent and with the elegance of Silverywind was simply extraordinary.

On the bridges and within the tower she met many more dwarves. All of them were insane, as she expected.

Crossing the bridge to the west, she discovered something deeply disturbing and horrifying. Finding a dead body out in the snow was one thing (something that Feb had experienced several times back home), but what she witnessed now was the site of a massacre.



Four corpses, two of which were mutilated to the point of barely being recognizable as humanoid figures. Severed limbs, teeth, and blood covered this level of the western tower, and all of it was covered with a blanket of the pink mucus.

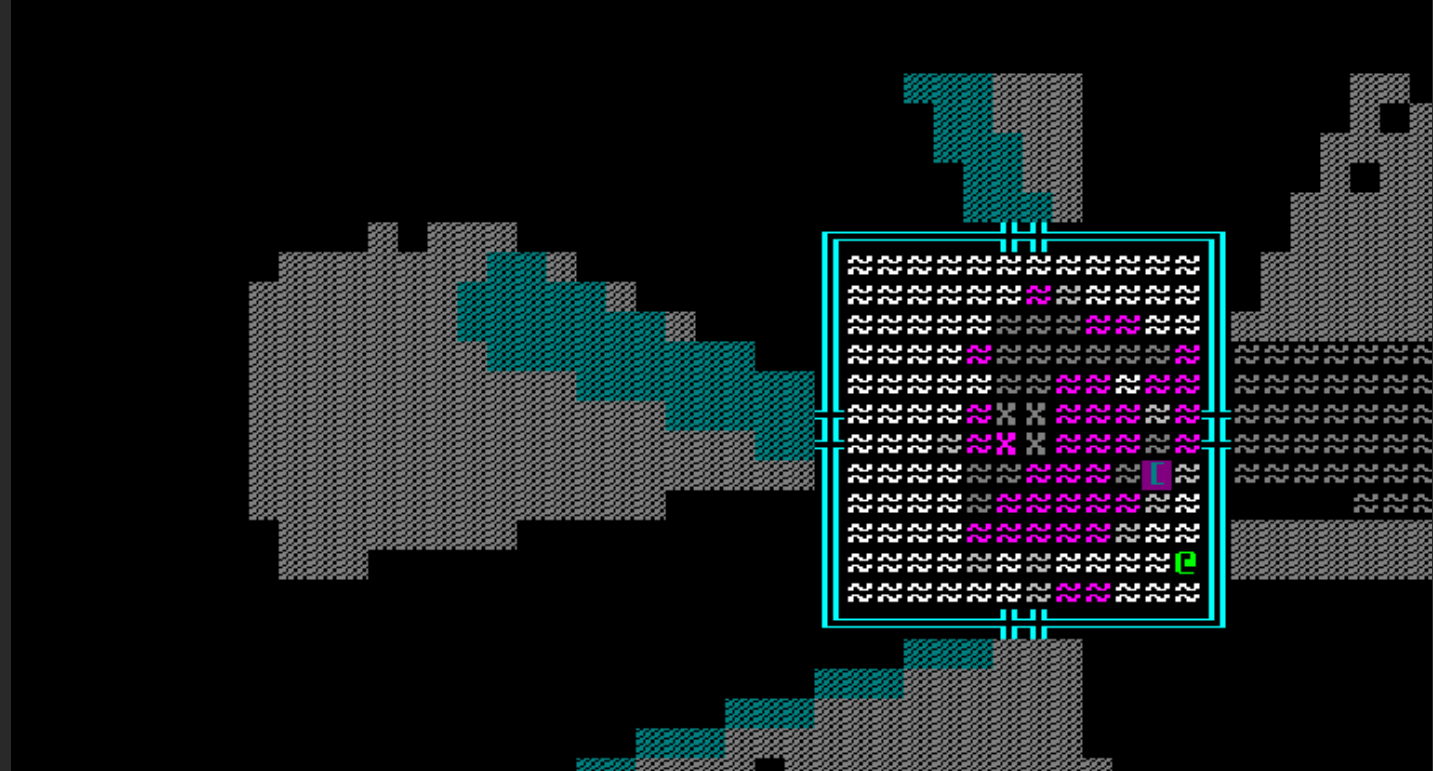
Upon closer inspection of one of the roughly intact corpses, Feb was struck with realization. She recognized this dwarf.

Mistêm Dalzatlòr's corpse					
Weight: 136P					
Contents:					
spatter of Mistêm Matchedtool's	dwarf	frozen	blood		
spatter of Mistêm Matchedtool's	dwarf	frozen	blood		
abhorrent mucus spatter					
spatter of Mistêm Matchedtool's	dwarf	frozen	blood		
spatter of Mistêm Matchedtool's	dwarf	frozen	blood		
spatter of Mistêm Matchedtool's	dwarf	frozen	blood		
abhorrent mucus spatter					
spatter of Mistêm Matchedtool's	dwarf	frozen	blood		
abhorrent mucus spatter					
abhorrent mucus spatter					
spatter of Mistêm Matchedtool's	dwarf	frozen	blood		
spatter of Mistêm Matchedtool's	dwarf	frozen	blood		

It turned out that Matchedtool was no more than a common miner, wearing common pigtail fiber and leather clothes, and carrying a copper pick. This begged the question: why was his likeness being displayed in front of a gold-decorated throneroom? Feb concluded that this must have had something to do with that slab. Maybe the statues were put up in response to some sort of slab masterpiece he had made. This peaked her curiosity. This mystery, combined with her ever-present dwarven greed, compelled her to explore the tower further, despite the gruesome scene she had discovered. Hopefully whatever did this was long-dead. But, then again, if this incident had happened so long ago, how were those mindless dwarves still alive?

On the level below (the bottom of the staircase), she found another dead miner in a corner. On the level above (the top), she found a blood-covered set of dwarf-sized clothes, but no corpse. On this level she also found a lever.

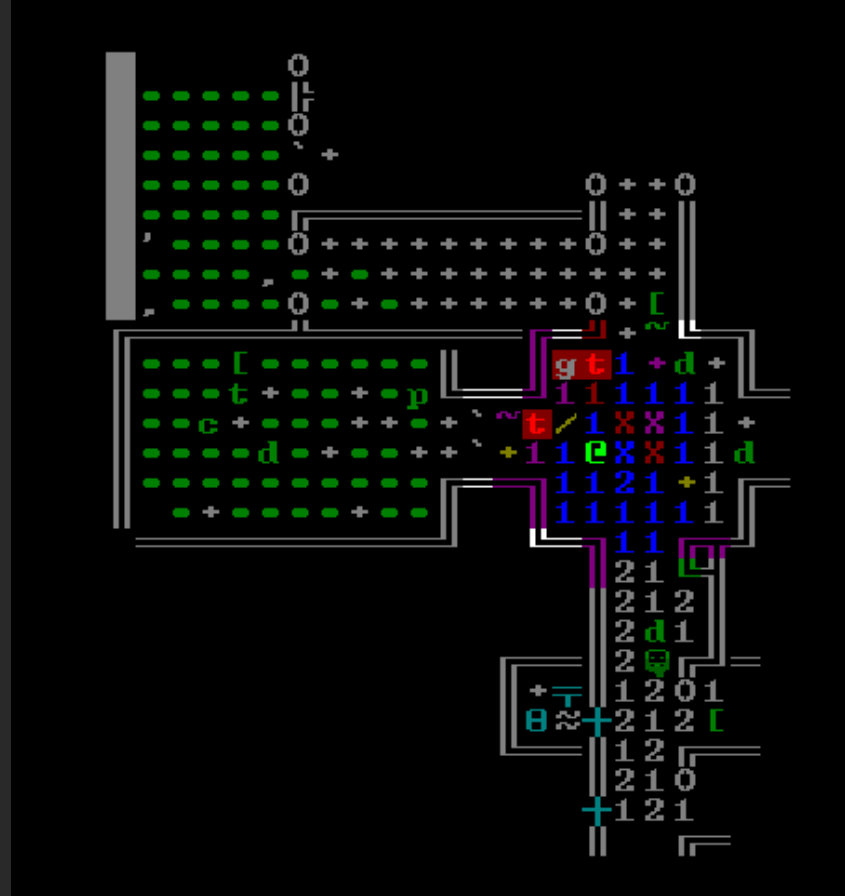
Enter - Pull it



Returning to the bottom accessible level of the tower, she found that it connected to and was a part of the outer walls of the fortress, with exits to the north and south allowing access to the ramparts of Silverywind. Having seen all she could in the western tower, she proceeded northwards. Then, when she reached the northwestern corner of the wall, walked eastward on top of the fort's northern wall.

Walking along the wall some more, she found two poor dwarven babies, abandoned by their insane parents. Feb tried to take the babies with her, but they squirmed and cried when she got near. Both were on the ledge of either a tower or wall, and Feb did not want to paint the snow with baby blood. Regretfully, she left them where they were, trying to convince herself that if they had survived this long, surely their parents still cared for them.

After descending the long staircase down from the throne room, Feb arrived at the end of it and the beginning of Silverywind's subterranean level. The place was a mess, with loose boulders, rushing water from the south, and countless animal corpses filling it.



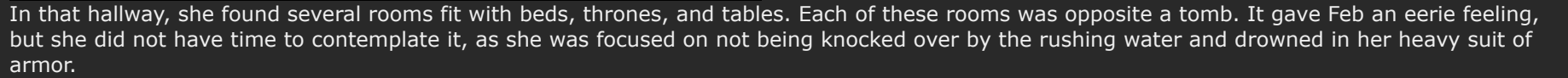
In the boulder-filled room the west, Feb found highly valuable, both monetarily and in regards to usefulness, treasure.

[illegible]

«-iron shield-»

This is a well-crafted iron shield. This object menaces with spikes of walrus bone. On the item is a image of a quiver in golden beryl. On the item is a image of muck roots in red zircon.

Feb had to push against the current of rushing water as she explored the southern hallway. In it, she found the corpse of a naked dwarf, next to another dead creature that she could not identify.



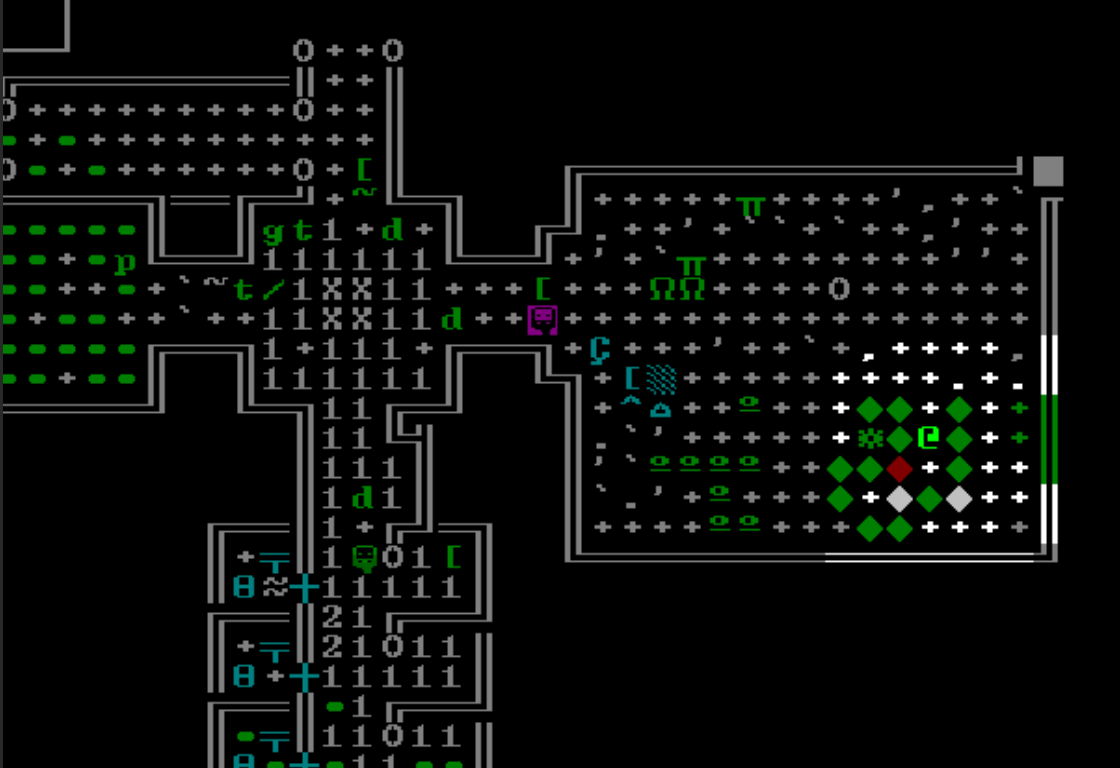
At the very bottom of the stairs, Feb discovered the source of the dwarves' gold. Unfortunately, it was almost entirely flooded, and she nearly drowned several times while trying to recover a chunk of the stuff. Finally, rational thought reappeared in her brain and convinced her that it was a bad idea to weigh herself down with gold while at the bottom of a flooded cave. Regretfully, she left all of the gold where it was and tried to swim back to the level where she had found her walrus shield.



You flounder in the water!
HungThir Speed: 467

Once she floundered her way back to the staircase, it was not too difficult a descent, despite the water constantly pouring on to her. In fact, the mist it produced was extremely comforting to Feb.

Feb's distress at having to leave behind such a bounty of gold was quickly abated when, back near the entrance to the underground tunnels, she found this:



She now had in her backpack too many gems to count, chief among which was an exceptionally cut clear tourmaline.

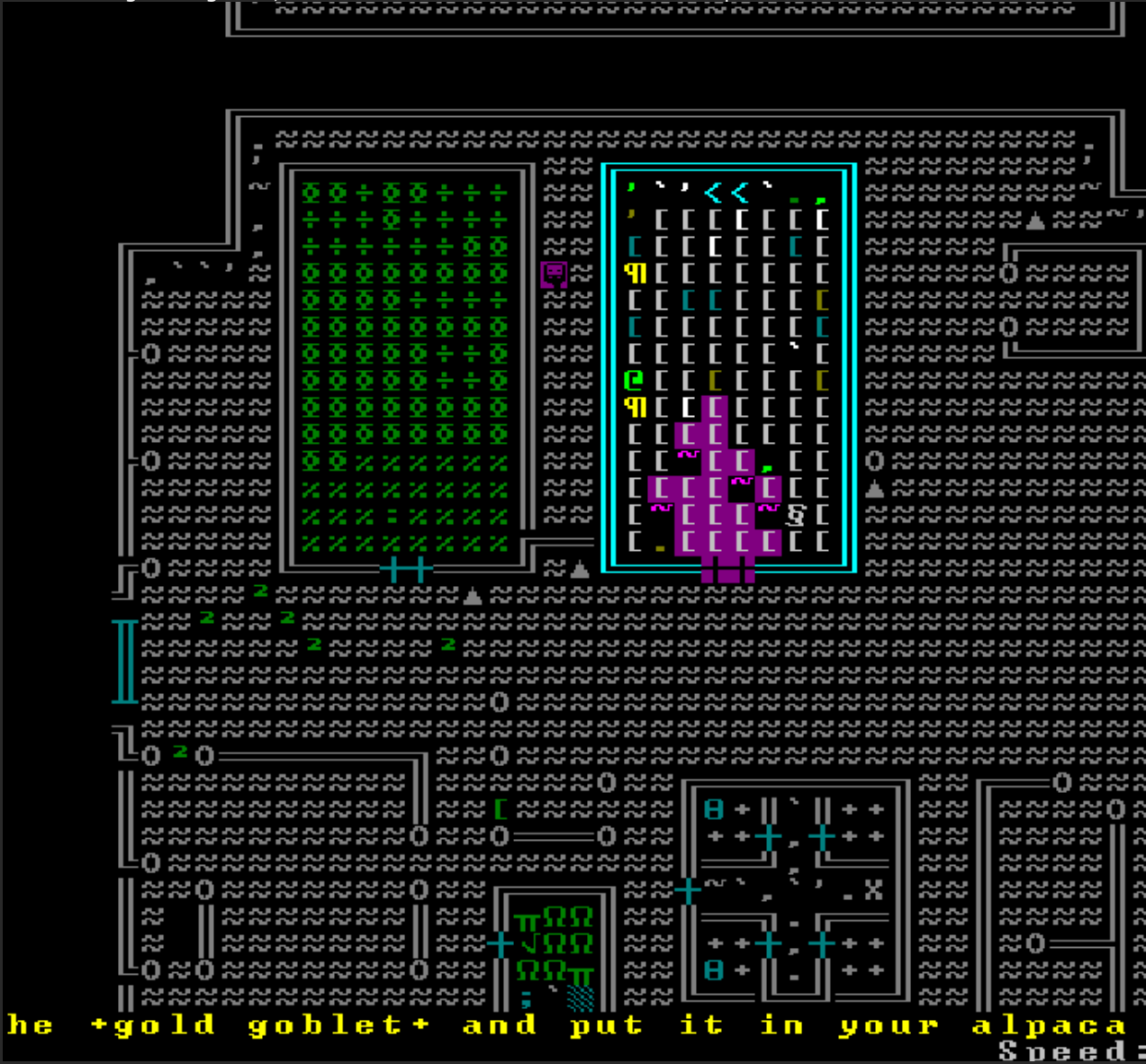
Then, she found something almost as spectacular: the booze stockpile. She gorged herself on the food and drink stored there, and took a barrel of dwarven wine with her, carrying it uncomfortably on her back. Luckily, dwarven wine is a great way to relieve discomfort.



The rest of the rooms she found underground, apart from a secondary booze stockpile and a room containing a mutilated dwarf, were either empty or full of rough stone. As such, she decided that it was time to move on from this place, but not before taking a final look around all of the ice buildings on the ground level and having a nice, long nap.



Above ground, she found two ice storehouses, one filled with finished goods, and another full of food and booze. From the finished goods stockpile she took a golden goblet, which she then used to drink several cupfulls of dwarven wine from the other storehouse.



Turns out, Feb got to have some gold after all. With the acquisition of the goblet, she no longer felt she needed the bucket, and left it in a pile of purple mucus.

While making her final rounds on the surface level of the fortress, she found two raised drawbridges blocking off the northwestern sector of the fort. One of the bridges was to the south of the sector, and another to the east of it. Feb figured that this had something to do with her frivolous lever pulling, and returned to them to give them each another flip.

Sure enough, that did the trick and Feb was soon in the sealable section of the fortress. There she found the mutilated corpses of several dwarves and animals, along with many industrial buildings such as a leatherworker's workshop, a clothes-making sweatshop, and, most notably, a metalsmith's forge. Here, she found a nice set of copper greaves to go with her iron armor. She also found a stack of gold coins, straight off the mint (and by straight off, I mean they've been sitting in the mint for over thirty-five years). Luckily, gold isn't corrosive, so the coins look good as new.



In the jeweler's workshop next door, Feb found something that made her jaw drop. She also found some gems.

You pick up the *steel breastplate* and put it in your alpaca leather backpack.
You pick up the *steel spear* and put it in your alpaca leather backpack.
You pick up the -«steel high boot»- and put it in your alpaca leather backpack.
You pick up the -«steel high boot»- and put it in your alpaca leather backpack.
You pick up the *steel helm* and put it in your alpaca leather backpack.

So, just as soon as Feb had found her iron equipment, she found a tremendous upgrade for it. She did keep the iron shield though, even though there was a steel buckler. Walrus spikes trump everything. She kept the spear as only a keepsake and thrown weapon; she still preferred her pick for close encounters - not that she'd had any of those yet. She also took some cut glass and gems from the jeweler's workshop, but they did not compare to her steel treasures. In fact, the practical treasure that she had found made her question all of the jewels she was carrying around with her. They were nice, sure, but they sure were weighing her down a lot. She decided she wouldn't throw them away, but she would stash them away somewhere where she could find them later, but didn't have to carry them around with her.

With all this wealth, Feb was starting to question whether or not she really needed that craftsddwarf job at all. She would still honor that dirty goblin's promise and hand her artifact over to the museum, but she could afford to live comfortably with her current wealth. As such, she resolved to continue looking for a dwarven city to live in, but she no longer wanted to find a job there. Instead, she could live comfortably as a retired adventurer, paying for her luxuries with the benefits of this one lucky plunder. So, wearing her steel armor and carrying a backpack bursting with gems, Feb Minesizzled left the mysterious fortress of Silverywind behind her, and headed on an epic journey northwest, to the fortress of Luckystream that the goblin vampire told her about. Hopefully the dwarves there wouldn't have met a gruesome fate like the ones here; hopefully they would have a place open in their society for a lazy rich dwarf clad in steel.

But still the mystery remains: what drove the dwarves of Silverywind to madness and death? Feb never once encounter a hostile creature or abnormal beast, apart from that unidentifiable one below ground. My money's on the torrents of purple mucus that rained down on them. But still, that wouldn't explain the mutilated bodies. Maybe the dwarves, driven mad by the unholy rain, did that to each other. It is a horrible thought, but very possible.

Part 5 (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4071035#msg4071035>)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **February 25, 2013, 08:39:39 pm**

Quote from: MrWillsauce on February 25, 2013, 03:57:15 pm

Huzza! The save miraculously works fine after a RAW transplant and a system reboot (it didn't work immediately after I copied in new RAWs, and it didn't work the first time I restarted my computer, but after doing both it runs perfectly). I am currently exploring Silverywind, and you all can expect an update or two tonight. I'm going to go into adventurer overdrive and try to catch up on my lost time. I know I'm pushing the limits of my time constraint, and I haven't gotten close to achieving half the things I want to with Feb. Hopefully for your sake she will die suddenly so that we can get on with the turn list.

I say we extend it because you are doing gods work son. I am planning an epic excursion far to the west when I get my turn.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **MrWillsauce** on **February 25, 2013, 09:07:13 pm**

I am now starting my long-ass trek from Silverywind to Luckystream. I likely won't be documenting any of it, as it would be boring and repetitive, but I'll be sure to let you know if and how I die if I don't make it there. Also I will be drinking the last of my barrel's dwarven wine, then stuffing it with gems and hiding it in a lair somewhere, so look out for that if you're adventuring around Silverywind in the future. I would also like to commend TehSapper for making Silverywind. Seriously, that fort kicks ass. And I'm not just saying that because I got masterwork steel gear from it.

Title: **Re: The Dinnerwandered Gazeteer**

Post by: **Caldfir** on **February 25, 2013, 11:10:42 pm**

Quote from: Bralbaard on February 24, 2013, 08:03:10 am

Allright, I've added some links to Timeless Bob's posts in the first post of the topic.

Quote from: Timeless Bob on February 23, 2013, 04:28:46 pm

I think we may have solved the reason why things can't be placed on the tables right now - the tables haven't been set on their legs yet... I wonder if that magnetite artifact is under a table-top and is "unseeable" because of that? Hmmm...

So stonense renders items now? I placed all the furniture in adventure mode, and as such, couldn't 'b'uild the tables, only drop them, this looks ok in ascii, but stonense now draws them upside down.. ::). Anyhow the unseeable status of the magnetite amulet is a bug (<http://www.bay12games.com/dwarves/mantisbt/view.php?id=1179>). It has probably disappeared from the museum inventory and teleported itself back to Silverywind. This is probably also what happened earlier when the artifact couldn't be found on my adventurers corpse, back then I did not know about the bug and sought another explanation.

Yeah the bug with artifacts is a pretty annoying one. **There is a workaround that people in the future building forts might try if they want some of their creations to make it to the museum: if the artifact is placed inside a bin in fortress mode (before abandon), the artifact is *permanently linked to the bin*. So as long as an adventurer transports the bin to the museum, the artifact should be viewable inside. Note this only works if done in fortress mode before abandon - artifacts can't be properly put in containers in adventure**

mode.

Loving the latest updates, and ice forts are always cool (hehe). Does that mucus fall from the sky there or was there just a particularly slobbery guest?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 25, 2013, 11:16:46 pm**

It rains that shit. I found no monsters whatsoever (unless you count the dwarves).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **February 26, 2013, 12:20:03 am**

Visiting luckystream next? I hope you enjoy the lovely scenery!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 26, 2013, 12:29:19 am**

If I make it there.

Title: **Museum item quest**
Post by: **Bralbaard** on **February 26, 2013, 08:15:44 am**

Quote from: Bralbaard on February 19, 2013, 07:17:58 am

It actually seems to be quite nice weather in Silverywind for a change, I've seen worse.

Allright I take that back, it wasn't raining mucus when I visited.

Also, Luckystreams is far, far away. It will take you a long time to get there, and then a long time to get from there to the museum. It's fine with me to extend your turn if other players on the list agree, and for as far as I can see, there do seem to be several people in favour of this. Luckystreams should be the only other fortress you visit though, the original plan of visiting **all** fortresses would be a bit too much given the time constraints.

Also great writing, I really enjoyed the updates so far.

Quote from: Caldfr on February 25, 2013, 11:10:42 pm

Quote from: Bralbaard on February 24, 2013, 08:03:10 am

...bug (<http://www.bay12games.com/dwarves/mantisbt/view.php?id=1179>)....

Yeah the bug with artifacts is a pretty annoying one. **There is a workaround that people in the future building forts might try if they want some of their creations to make it to the museum: if the artifact is placed inside a bin in fortress mode (before abandon), the artifact is *permanently linked to the bin*. So as long as an adventurer transports the bin to the museum, the artifact should be viewable inside. Note this only works if done in fortress mode before abandon - artifacts can't be properly put in containers in adventure mode.**

So if I understand this bug correctly, it can be weaponized.

If we store an artifact adamantine sword in a bin in the museum, anybody will be able to take a copy out of the bin, and use it for whatever they want, while the original will be safely stored for ever. We could have an army of artifact wielding adventurers. hmmm.

I'll add your workaround for the bug to the rules section in the OP, that's useful information.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **February 26, 2013, 08:42:04 am**

I was messing around in adventure mode on my hero as a note.

I found a werelizard and had him bite me it bruised my skin... To even attempt the biting I severed his arms and legs motor nerves I recall from previous adventure werecreature bites are hide to break off. So he bit me and then I cleaved him in half. It was a wereiguana kobold. I waited till the Full Moon and no transformation... At this point I think our adventure game has bugged out and transformations can't be transmitted. I even killed 3 more sewer vampires and drank their blood... didn't get anything. Also if vampirism can be contracted by being bitten none of their bites infected me.

Perhaps we should submit the save to toady

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **February 26, 2013, 08:46:17 am**

Eric blank successfully became a vampire, we have all been begging him to feed us his blood since he played.

There's certainly something odd with transformations and syndromes in this save, but they aren't completely dysfunctional. Most forms of mucus and rain do not seem to transfer syndromes and I haven't seen a single husk despite the many cursed biomes. We however know your adventurer has a bad skin infection since his last adventure, so syndromes certainly work to some extent.

Maybe your characters skin condition gives him added protection against werecreature bites? :D

How many different syndromes can a character have? Multiple? Or will having one exclude others?

Also I've used perfectworldDF (<http://www.bay12forums.com/smf/index.php?topic=57428.0>) to create this world, so I'm not sure I can blame problems with this world on Toady One's coding.

I've added ☼!!Troll Fur Sock!!☼ to the turn list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **February 26, 2013, 10:46:09 am**

Quote from: Bralbaard on February 26, 2013, 08:46:17 am

Eric blank successfully became a vampire, we have all been begging him to feed us his blood since he played.

There's certainly something odd with transformations and syndromes in this save, but they aren't completely dysfunctional. Most forms of mucus and rain do not seem to transfer syndromes and I haven't seen a single husk despite the many cursed biomes. We however know your adventurer has a bad skin infection since his last adventure, so syndromes certainly work to some extent.

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I've added ☼!!Troll Fur Sock!!☼ to the turn list.

Perfect world only generates a specific map. I am just thinking supernatural syndromes cannot be transferred. It is quite curious. Also the syndrome is quite amusing... I wonder how dwarven surgery would treat it. Anytime I swim in the river i just exude pus.

Oh my... I found a Kobold cave

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **February 26, 2013, 01:40:41 pm**

Kobold massacre!

Also, using perfectworld shouldn't have had any effect on interactions within that world; it only affects the geology and climate of the landscape.

And I can't feed you any of my blood for a while yet, as it isn't my turn. If you can successfully become a vampire using it, though, that would show that there may be a problem with specific instances of the vampirism interaction that is creating the bug. As in, when the game generates the interactions for a world, it makes however many exact duplicates of that interaction, so all vampires have an identical copy of this information but a completely separate instance of it. So, being able to become a vampire myself shows that not ALL of these vampires are affected equally by this bug within a given world, and proving that I can transmit the curse to others through my blood would provide some evidence that perhaps specific instances of the interactions are broken, while others are not and can be transferred indefinitely. If it is shown that nobody can become a vampire utilizing my blood, then perhaps that provides evidence that the bug somehow affects the vampires as historical figures, and only the blood of a specific vampire can transfer the curse because the game is properly attaching the curse to his blood, while there is no guarantee that vampires infected using his blood would themselves be carriers because the game might not treat their blood like vampire blood.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **February 28, 2013, 01:21:42 pm**

Any news? It's still a long way to luckystream and then to the museum. Maybe it would be a good idea to first finish your adventure and post the save game, and then post the updates afterwards. That has worked quite well for other adventurers in the past. That way other players won't have to wait and you'll have plenty of time to write the updates.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **February 28, 2013, 02:49:42 pm**

I'm about 3/4 of the way there, and it really didn't take long. I'm just very busy with other things right now :-\

Title: **Re: Busy with other things...**
Post by: **Timeless Bob** on **March 01, 2013, 02:46:48 am**

If you've ever hiked the Appalachian Trail, you know that very few do the entire trail in one go. Instead, they periodically complete parts of it. Now, if as an adventurer, the decision to make a pilgrimage to each current fort has been made, what says you have to do it all in one go? Why not rest and recuperate for awhile in some hamlet or town and make the rest of the journey at some future date? I think it would be an awesome thing if Willsauce's adventurer was recruited as a companion by some future adventurer, with the proviso that they would be heading towards an as yet unvisited fortress. That way, RL business wouldn't stop your adventurer from completing their quest and it would make for an interesting addition to the history if you told his story as a companion for another player's adventurer. (Obviously, this option would only work if the player who's adventurer recruited yours sent you a play-by-play "after action" report, but the results could be uber.)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 01, 2013, 06:54:54 pm**

That's a great idea Timeless Bob, although I'd really prefer if people did not recruit Feb. I am moments away from reaching Luckystream. I'll play through it and write the update as I do so tonight (I'd much rather write as I go than wait until my turn's over, but I'll try to be as quick as I can about). I'll decide what I do after that if I survive (my choices being either resting in a hamlet near Luckystream until my next turn, or trying to deliver Feb's artifact to the museum, then resting). Also, something very silly and (I think) peculiar happened to me while I was resting on the beach.



I'm used to things like sharks and such wash up on the shore and suffocate, but a sea serpent seems pretty rare. Has this happened to anyone else? Anyway, I took its eye as a seuvenier (I didn't want to weigh Feb down with the skull or scales).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **March 01, 2013, 11:21:28 pm**

Neat!

I was ambushed while sleeping by a lake recently by a pair of sea wyrms that I myself modded in. I didn't stand a chance, it turns out, despite being legendary. The damn things knocked me into the lake and ripped my stomach open and tore my guts out, literally.

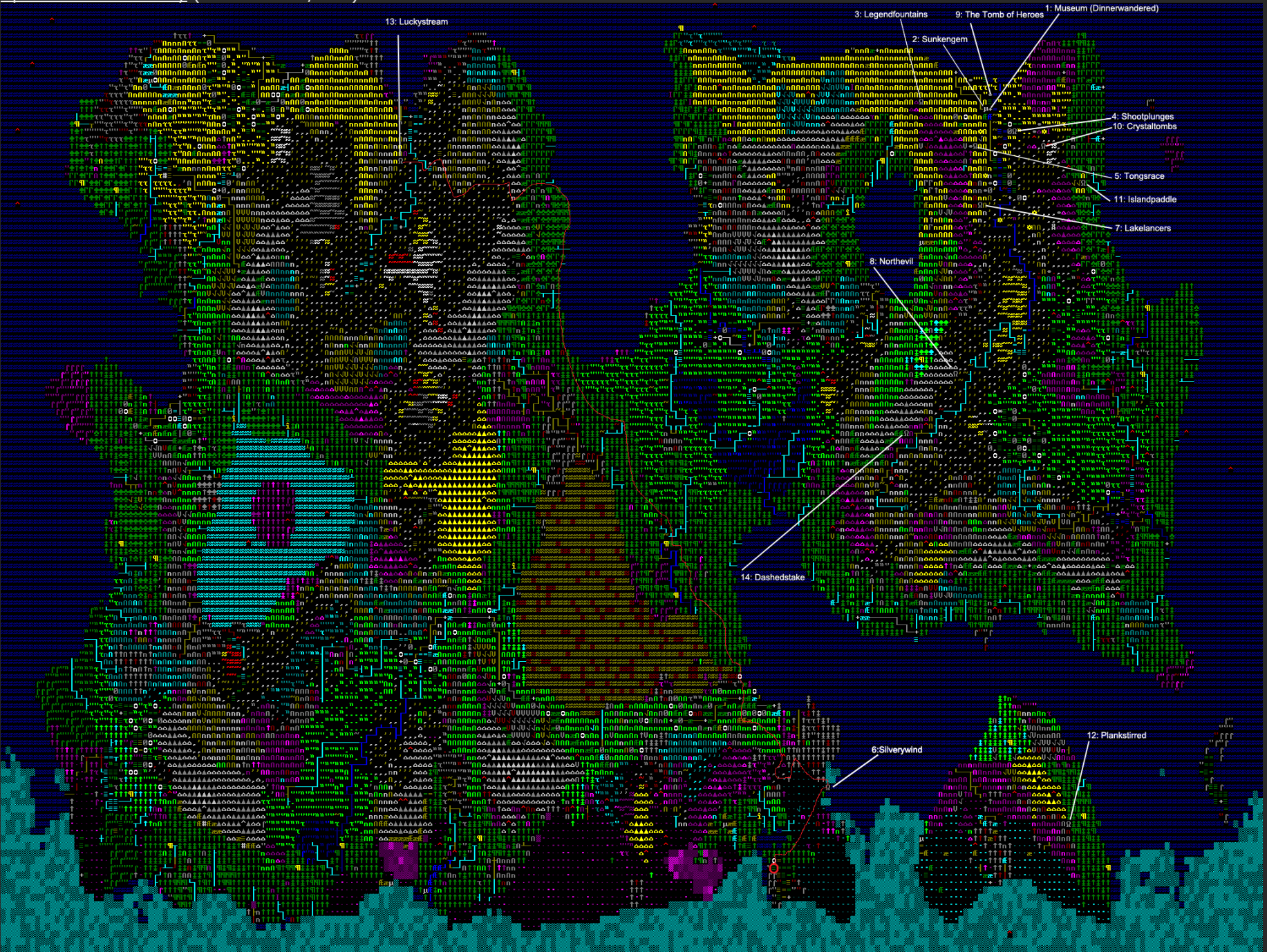
Good luck with luckystream! Make sure to hold your guts in if you have to go down the trap hallway! :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 02, 2013, 12:41:45 am**

In the days or weeks (Feb lost count, due to all of the extended breaks she took in caves to rest and recuperate) that Feb traveled from Silverywind to Luckystream, she evolved from a mere rockcrafter, with no formal (or informal) combat training whatsoever, into a hardened steel warrior. On her long and hard journey, she had many grievous wounds inflicted on her, including the destruction of her left arm's motor nerve. Because of this, she

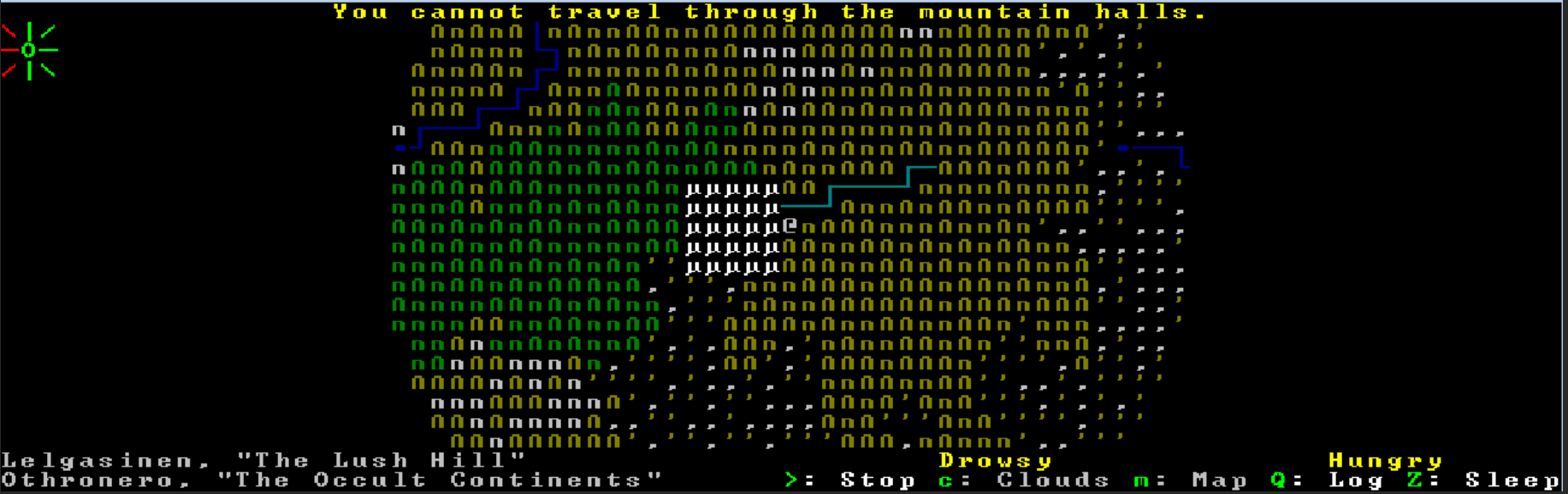
could no longer yield a weapon, or even a shield, with her left hand. She adapted to her disability by inventing a fighting style in which she wielded a shield and spear (she left the steel pickaxe embedded in the head of a giant cave swallow long ago, now favoring the masterwork spear) with the same hand. This required superdwarven agility and quick thinking. Unfortunately, Feb had neither (hence why she had to spend so much of the journey resting in caves). Regardless of her inability to defend herself properly, the wounds inflicted on her were dealt ten fold back on to the beasts responsible. By the time she finally reached her destination, her kill count was thirty-one, including several animal people and one human lycanthrope (the cave of whom she subsequently slept in). Anyway, her painful trek was behind her. She was finally at Luckystream, which was a tremendous navigating feat seeing as how the only directions she was given to find the remote place was "go northwest". Plot holes aside, she made it there and that's that.

Spoiler: Feb's Journey (click to show/hide)



Although she no longer searched for a stonecrafting position (indeed it is highly doubtful that she could even resume her craft with only one working arm), she hoped that Luckystream would be a prosperous mountainhome, where she could live comfortably for the rest of her life off of the treasure scavenged from Silverywind (which was currently stashed in an empty booze barrel in one of the many caves that Feb slept in). She was about to find out if this was the case.

Approaching from the east, Feb saw the white walls of Luckystream gleaming along with the dazzling desert sands it was built upon. She judged that the stone used was limestone, but she wasn't sure (she rarely got to work with flux stone at Ishenmistern).



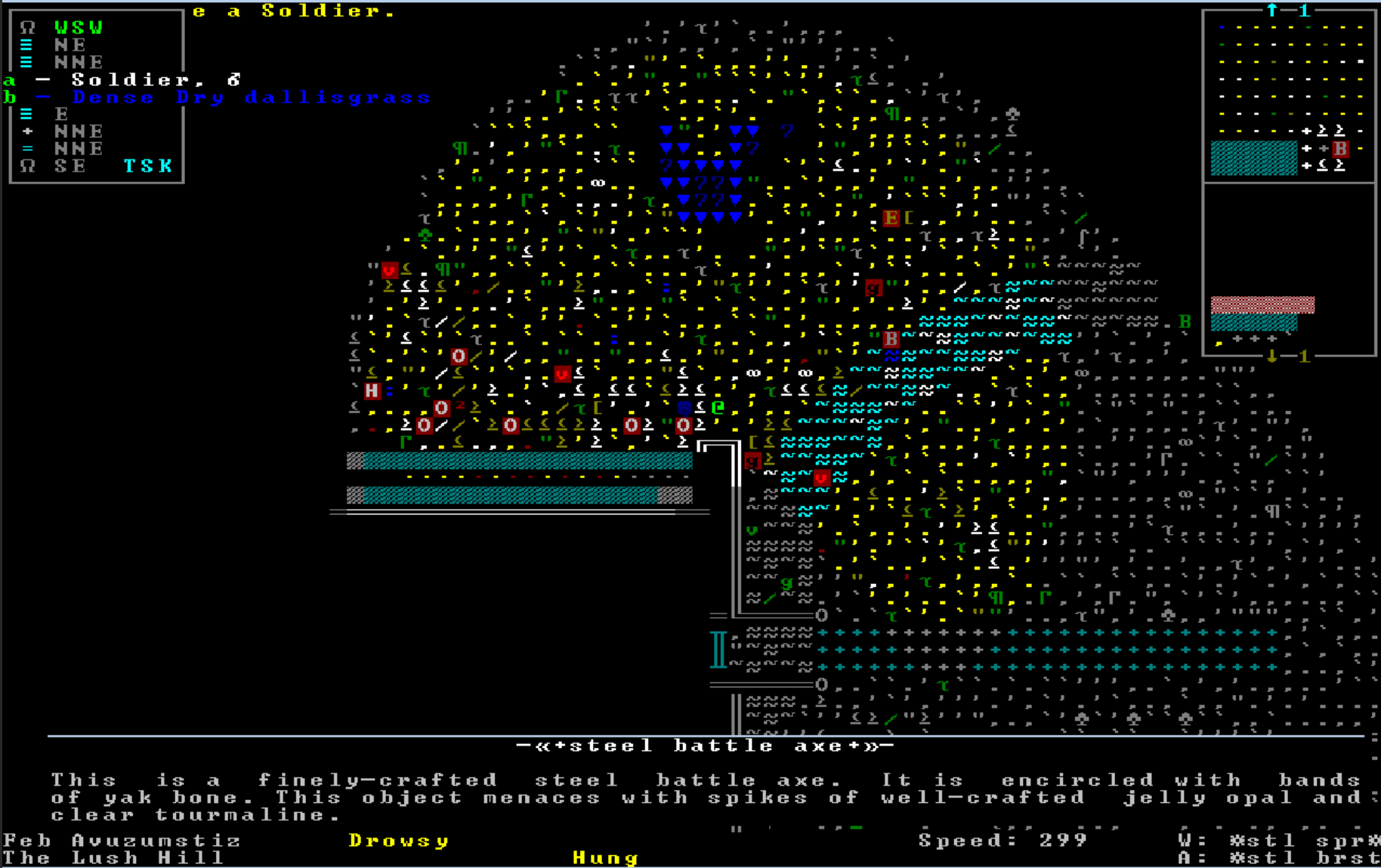
Upon approaching, Feb saw that the yellow sand of the desert around Luckystream was punctuated by broken arrows and crossbow bolts, which littered the ground. Lying among the piles of broken ammunition were dead goblins. What was strange was the fact that the goblins were completely naked, apart from their copper armor (which in most cases was just a helmet). She wasn't sure whether the fortress was inhabited by perverted dwarves or if nudity was some sort of goblin tribal custom. Either way she wasn't too put off by the corpses. After all, at least there weren't any dead dwarves, which was a huge step up from Silverywind. The fortress also wasn't covered in phosphorescent mucus or freezing cold; Feb concluded that it was several steps up from Silverywind.



Following the shallow moat that surrounded the (probably) limestone walls of Luckystream north, Feb found the main entrance and road into the fortress (that she somehow missed on the way in). The fortress's gate was, interestingly, built on top of a rocky brook, but in a way so as to not disrupt the stream's flow. Feb assumed that this must be the body of water homonymous with the fort, and must be a geographical feature of religious significance to the goblin-murdering dwarves within. The drawbridge over the stream, unluckily [irony], was raised. Feb would have to find another way in.



Following the wall further north, and around the corner to the west, Feb met a fellow dwarf, standing atop a pile of naked corpses and broken bolts. He was clad in a patchwork set of armor, with its pieces made of various types of metal and with various amounts of skill. His axe, however, was an impressive work of dwarven craftsmanship, as was the style in which he wore his sideburns.



Feb greeted him, complimented his axe, and oggled his facial hair. It had been too long since she had been in the company of a dwarf. He likewise complimented her spear, and oggled her breastplate. When she asked his name, he responded "Adil Wereskin the Suffering of Burning". When he proceeded to explain how he earned that title, Feb cut him off. The name in and of itself was awesome enough, in conjunction with his bitchin axe, to make Feb blurt out "JOIN ME ON MY ADVENTURES!".

Talking to the Soldier Adil Shorastсалul Omshit Ning

You begin a conversation with the Soldier.
Stonecrafter: Greetings. My name is Feb Minesizzled.
Adil Shorastсалul Omshit Ning, Soldier: Ah, hello. I'm Adil Wireskin the Suffering of Burning.
Stonecrafter: Join me on my adventures!
Adil Shorastсалul Omshit Ning, Soldier: I will agree to travel with you if you lead me to glory and death.
And they lived happily ever after. Just kidding; this is Dwarf Fortress.

Feb asked Adil if he knew a back entrance into Luckystream, but he replied that he only knew the main gate. He told her that he was locked outside after being ordered to kill some ogres outside, and had been waiting to be let back in ever since. Feb sighed and told him to follow her as she continued to follow the fort's wall around.

They found several more dwarves, all sat in the dirt and on top of enemy corpses outside the fort's walls. One was engraving pictures of cheese with half of a copper bolt in the dirt, while a dwarven child played with a severed vulture tongue. When Adil introduced Feb to them the engraver didn't even look up.

After circling the fort's walls once, the only thing remotely resembling an entrance that Feb and Adil found was a small hole in the dirt on the fort's north side, with a ramp leading down into it.



Feb looked at Adil, who said "I wouldn't go down there if I were you."

"Why not? What is it, your kobold bondage dungeon? Don't worry, we've got one of those back at Ishenmistem; it's no big deal," Feb said as she walked down the ramp.

"Feb. Feb, wait!"

But she was already too deep underground to hear him. When she turned around to tell him that it was only a bridge, she stepped backwards onto one of the traps on said bridge. What she had perceived as a strategic chokepoint for marksdwarves was also apparently rigged with traps. A massive bronze axeblade swung with an extreme velocity from her right like a pendulum, striking her square in the chest. It only left a small scratch on her armor, but the force transferred to her launched her off of the bridge, sending Feb plummeting several meters down a chasm.



Feb awoke to the sound of Adil shouting her name from far above. When she opened her eyes, she saw a the rotten severed head of a goblin staring her in the face. She screamed and scrambled away from the thing, sending throbbing pain throughout her entire body. Although the pain was immense, it was temporary. Any major damage she had taken by the fall had been mitigated by her armor. She said a silent prayer to the (no-doubt insane or brutally murdered) unknown artisan who forged it. Once she had calmed down, she shouted up to the bridge that she was alright, and that Adil should just wait for her on the safe side of the bridge. He called to her that he had personally helped design the traps, and knew how to avoid them. He shouted at her that if she had just waited and listened to him, they could have crossed the bridge safely the first time. She shouted up at him inquiring as to why he didn't mention this when she first asked him about other entrances to the fort. He shouted at her to shut up and that he was coming down there.

With that taken care of, she looked around the pit she was in. It was full of the severed body parts of various beasts, broken military equipment, and lots of rocks. She took this opportunity to upgrade her equipment, swapping her copper greaves for a superiorly-designed bronze set, still intact on the severed lower body of a goblin. She also found an owner-less bronze mail shirt, which she put on underneath her steel plate for added protection. Perhaps baring those traps was worth it after all. Just as Feb finished changing, Adil called to her from where he was standing on a spiral staircase leading both upwards and downwards. She told him to hold on a minute, that she wanted to pick through the putrid pile of miasmic refuse for a little while longer in search of treasure. Adil raised his eyebrows.



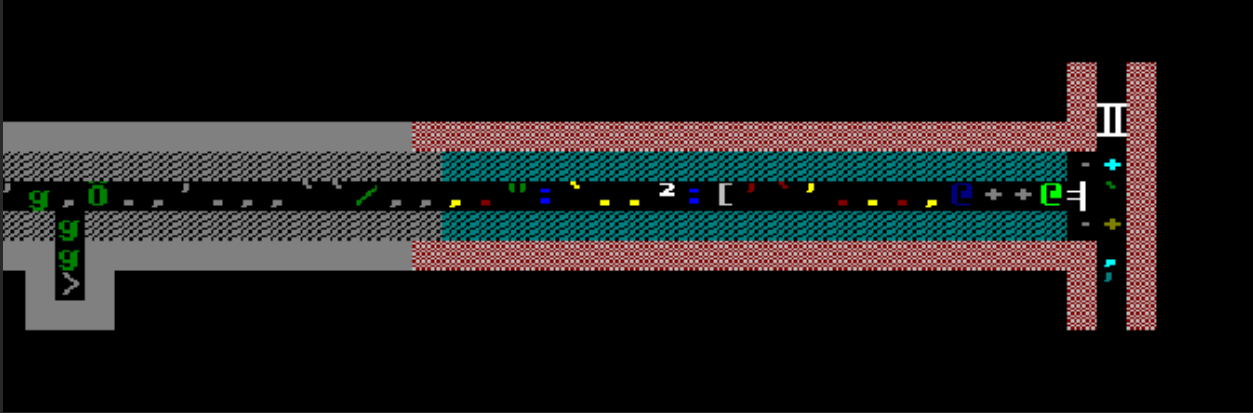
Finding no treasure other than a few steel bolts, which she kept, Feb informed Adil that it was time to move on and they ascended the stairs. Whilst climbing, Feb found a superiorly crafted bronze gauntlet, but she left it where it was since it was made for the left hand, a hand which Feb had no interest in keeping intact.

Upon reaching the top of the stairs, which connected directly and solely to the trapped bridge, Feb decided that she really did not want to cross the bridge again unless she really had to. When Adil tried to convince her that it would be perfectly safe if he just told her where the traps were, but Feb could not forget the intense pain she still felt from her last encounter with the bridge. "Maybe later. For now, show me the deeper levels". Adil admitted that he had never actually been to the deep levels underneath the trapped bridge, so it would be an adventure for both of them. Feb made a quip about Adil's usefulness.

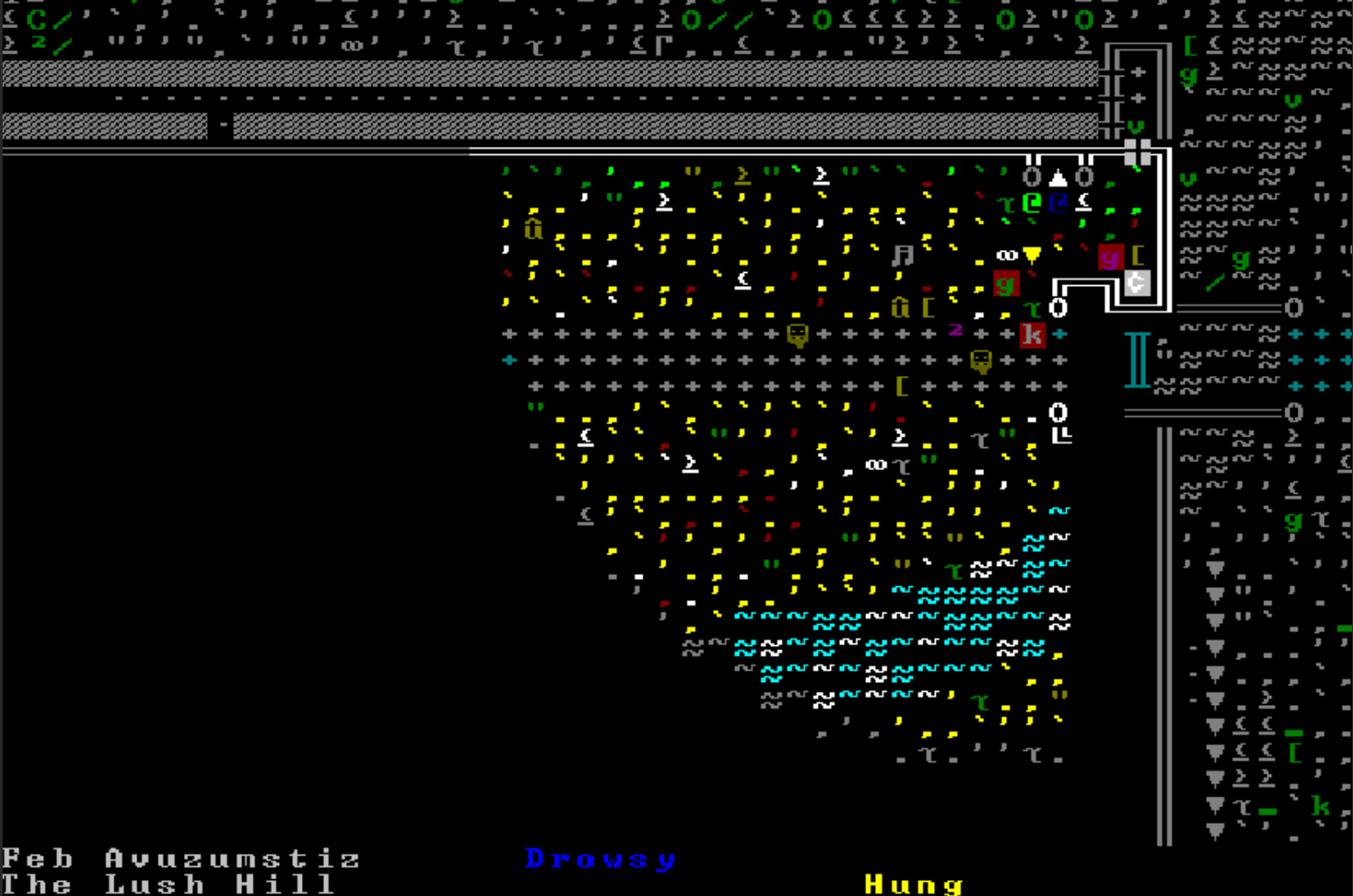


sigh "It looks like I'm taking the bridge again."

Adil assured her that the other half of the bridge wasn't even trapped, and that he was sure that there was another exit from deeper into the fort. Nevertheless, Feb shook the entire time as she carefully stepped over the goblin limbs that covered the narrow bridge.



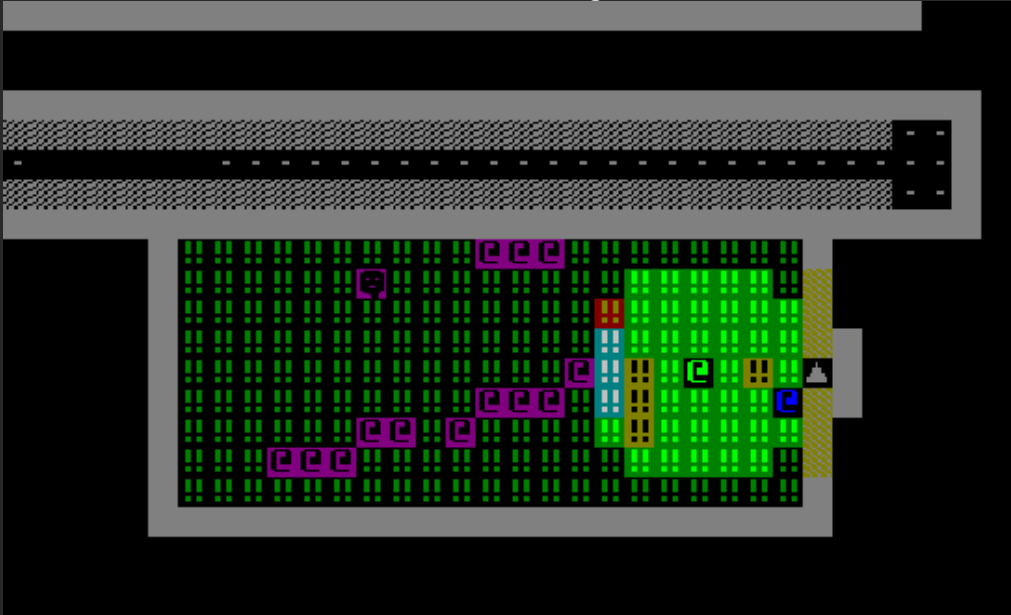
At the junction at the end of the trapped bridge, Feb first went north. All she found was what appeared to be an incomplete second trap bridge. Adil didn't really know what it was either. Feb also found another bronze mail shirt, which she probably could've worn, but she figured that she was about as protected as she was going to get; any additional body armor would just be superfluous weight. Anyway, they went up the staircase to the south, and ended up on the surface level within the fortress.



Before extensively exploring the surface, Feb proceed down the ramp that led back underground. Of course, she could have just asked Adil about the layout of Luckystream, but she seemed content to explore it herself, so he kept his mouth shut. On the first subterranean layer, Feb found a warehouse full of weapons, armor, and ammunition. Although few of the objects were made of steel, and thus were inferior to Feb's current equipment, she did find an exceptional bronze gauntlet for her dominant hand, as well as a wooden spear to train with (the steel one killed things too quickly to learn anything). There was also a lever on that level, [which Feb instinctively pulled](#).



The level below that was full to the brim with cages.



"Aha! *This* must be your kobold bondage dungeon."

Feb returned to the surface to find the main gate still closed. She wondered what that lever did, then.

Feb walked past the trade depot, which was mostly full of useless elven goods (and the corpses of their creators), but also had one or two minecarts in it. Feb made a mental note of these, but did not take them just yet. She moved towards the limestone tower in the center of the courtyard, which had a peculiar entrance that involved climbing up stairs, then down again through trap doors. At the base of the tower was yet another lever, which Feb immediately pulled.



Feb and Adil then proceeded down the stairs in the center of the staircase to find several levels of a subterranean compound. They found:

A lever room (Feb pulled all four),



a dirt-floored, fungus-covered room apparently used to store barrels of animal blood,



and a floor with assorted industries and amenities



Feb assumed that the large spiral staircase was the entrance to the dwarven fort proper, but yelled at Adil not to tell her if she was right; she wanted to find out for herself. Adil seemed to be growing increasingly distressed at his decision to adventure with Feb.

Feb descended the large staircase one level, and began exploring it. She found a room full of abandoned woodworkers' workshops. In one of them stood dust-covered masterpieces. The most beautiful beds and barrels Feb had seen in her entire life sat rotting in piles in the large room. Chief among these abandoned masterpieces was a wooden grate of legendary craftsmanship. When she looked at the grate, Feb felt awe and a tinge of jealousy at how the spirit of dwarven creation had favored this carpenter, a practitioner of a terribly undwarven craft, over herself. When Feb tried to show the awesome grate to Adil, he just shrugged and said "seen it".

Sherikdaros, "The Perplexing Moss", a palm grate

This is a palm grate. All crafts dwarfship is of the highest quality. It is encrusted with radiant cut dendritic agates, round limestone cabochons and oval quartzite cabochons, decorated with horse bone and encircled with bands of round limestone cabochons. This object menaces with spikes of rose gold and pig leather. On the item is an image of a pine in palm.

Needless to say, Feb took it with her.

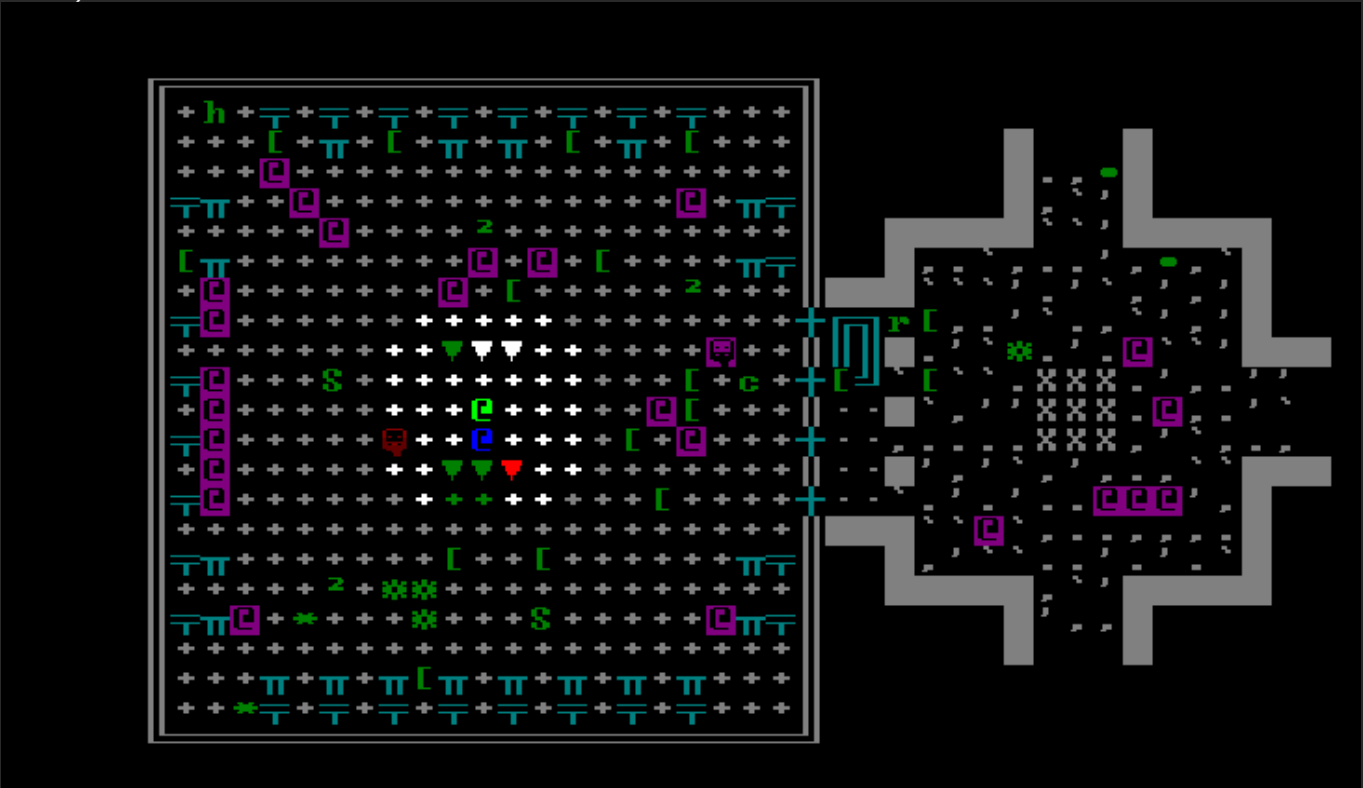
Feb and her companion then each took masterfully crafted beds in the shop to sleep in. Feb sighed with relief as her sore muscles were finally able to relax, after having lugged hundreds of kilograms of armor around all day and suffering sever beatings.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **March 02, 2013, 01:49:11 am**

Hey, you managed not to lose any internal organs! :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 02, 2013, 03:00:19 pm**

Upon awaking, the two descended the stairs one more level to find themselves in a sort of central plaza, with largish halls leading to the north, east, and south, and four doors along the wall to the west. Strangely, there was a chasm in front of these doors, and Feb and Adil could only enter via a bridge that connected the northernmost doors to the central room. Inside, they found a dining hall, which was designed in a fashion so that none of the dwarves could sit together. Even Feb, being from Ishenmistem, thought this was strange; she and her compratriots, though they lacked most luxuries, could still enjoy rounds upon rounds of watered-down dwarven wine with each other in one of Ishenmistem's long, rotting, wooden dining tables. The walls of the dining hall were made of flux and adorned with engravings, however, so that was something. There were also the corpses of two giant snakes, that Adil identified as black mambas, lying in the dining room. Feb readied her spear and shield (which was a simultaneous action).



Following one of the large ramps, the two found a large food and drink stockpile. The two feasted on various preserved roasts they found, and washed it all down with a large helping of ale. Feb stuffed several exceptionally cooked goose egg roasts into her bag. The two then ascended the

ramp and went back to the central staircase. Exploring the hallways stemming from the plaza, Feb found three large apartments, probably the homes of the noble class of Luckystream. Being that Feb herself was looking for a comfortable place to stay, she checked out the apartments. Although they were large, they were not lavishly furnished. Even though they were better than Ishenmistem's queen's living quarters by a long shot, Feb wasn't too impressed. Maybe this was because, subconsciously, she didn't want to settle down at all. Maybe all she wanted to do was keep adventuring, which put a unique sensation in her heart, especially now that she had someone to share the excitement with.

On the level below that of the dining hall and noble apartments, Feb found where the average dwarves lived. It was a network of passageways, the each of which had doors lining it. The doors each led to a tiny room, fit only with a bed and piles of dwarven possessions where they could fit. It was cramped, and the two dwarves could barely fit in the same room at once, and it was a huge struggle to get out of one once they had. After poking her head into a few doors, Feb decided this would not be a profitable exploratory venture, and returned to the staircase to go down another level.

On that level, she found a large stonecrafting workshop, with stations set up for several masons, stonecrafters, and mechanics. Beside that was a huge stockpile, full of mechanisms, crafts, clothes, and a large assortment of other finished goods. Feb could have picked through the goods for days on end, but decided that that would be quite tedious and carried on exploring. To the east she found a workshop devoted to leatherworking, and at the southern end of the level, she found two burial rooms. One had three rows of stone coffins, with minimal furnishings. The other had a many engravings on the walls and floors of limestone that it was carved out of, and it had beautiful statues adorning it. Additionally, it had a smaller density of coffins, implying that this room was reserved for exceptional dwarves. There was also a room at the back of the ornate toom, which led to an even more exclusive tomb.



Feb left the tombs and went south, finding a mineshaft, which she descended, only to find the shaft shallow and the malachite mines it connected to empty of ore and of dwarves.

Returning to the spiral staircase and going down to the next level, Feb found a cloth stockpile, and a room covered in blood. In the more interesting room, she found two dead dwarves and the militated corpse of a colossal beast lying in an immense pool of blood.



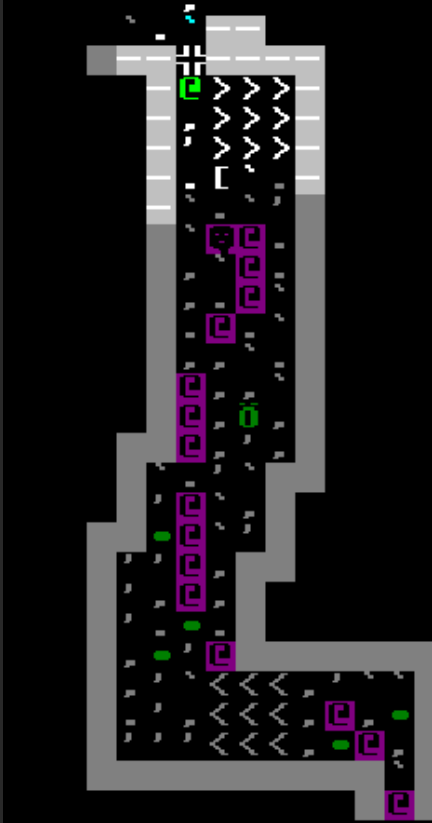
Adil stayed in the doorway and said a prayer for the poor souls of the unfortunate dwarves, while Feb rifled through the bins in the room looking for treasure. She found cloth, and kicked a bin over in her frustration while a single tear rolled down Adil's cheek. Moving on, Feb found only a set of clothier's shops to the east and more bedrooms to the south, so she continued on down the stairs.

After walking down the stairs for quite a distance, and having to stop to rest multiple times, Feb finally found another level of the fortress. Walking through a door to the west, Feb found something disturbing.



When she looked at Adil, he looked just as surprised as she did. They returned to the staircase without breathing a word and continued further down.

She continued down another large expanse of stairs until she reached the end of the central staircase, far beneath the earth. At the base of the stairs there was a passage leading north, where there was another staircase of equal size leading further down. There was also a fortification allowing Feb to see a patch of fungus-covered floor.



Down the stairs and a series of large ramps Feb and Adil went, until they arrived at Luckystream's magma forges and smelters. Connected directly to the smelters was a bar stockpile, which was directly connected to a mine. While taking a brief peak at the mine to see what sort of ores and gems were mined there, Feb stumbled at something heart attack-inducing.



Feb jumped backwards and yelled "ADIL! HELP!"

Adil charged at it, steel axe held high and began chopping wildly. While he hacked at and grappled with the beast, Feb threw the steel bolts she had collected at it, careful not to hit Adil as he wildly flailed around.

Although the beast was a worthy opponent, Adil crushed it in a fit of murderous fury, taking no wound himself. However, he did get quite a lot of sinister blood on him. Luckily, most of his skin was covered by cloth and armor. However, he might have gotten some in his mouth.

The Soldier bites The Forgotten Beast in the lower body, tearing apart the muscle and spilling its guts!
The Soldier latches on firmly!
The Forgotten Beast breaks the grip of The Soldier's upper front teeth on The Forgotten Beast's lower body.
The Soldier hacks The Forgotten Beast in the right rear leg with his -«+steel battle axe+»-, tearing the muscle!
An artery has been opened by the attack and a motor nerve has been severed!
The Forgotten Beast misses The Soldier!
The Soldier punches The Forgotten Beast in the left front foot with his right hand, but the attack glances away!
The Soldier hacks The Forgotten Beast in the left front leg with his -«+steel battle axe+»-, tearing the muscle!
Forgotten Beast has bled to death.

Knowing not whether Adil had just contracted a deadly syndrome, the two carried on back to the forges. In one of them, Feb spotted a legendary feat of metalcrafting. It seemed too beautiful to leave behind, but she couldn't work out a practical way to carry it with her, so she, regretfully, left it where it was.

Kàs Oshot, "The Quietness of Vanishing", a copper cabinet
This is a copper cabinet. All crafts dwarfship is of the highest quality. It is encrusted with radiant cut red zircons and encircled with bands of copper.

With that, Feb left the level of mines and forges via the ramp she entered from. Confident she had explored the full extent of Luckystream's subterranean portion, she returned topside to get one final look at the place before leaving.

She took a set of steel arrows from the ammunition stockpile directly below the surface. She noticed that the main gate had been opened, and was about to leave through it when Adil stopped her. He told her that they should close the gate before they leave because all of the other dwarves would be too lazy to shut it themselves, and a goblin siege was always imminent. So, Feb, new bronze armor, artifact grate, steel bolts, and new companion in tow, pulled several of the many levers she had pulled before, shutting the gate, and climbed the ramparts of the fortress. She hopped off the wall and was outside again. Adil, a bit frightened of hights, opted to take the trapped bridge and get out that way. Feb met him at the exit of the bridge and the two left Luckystream, never to return. They walked for a long while to the southeast, Feb explaining her fey mood, the museum, and all the other adventures she had had since leaving Ishenmistem as they did so.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 03, 2013, 02:50:38 am**

Epic! Let us know if Adil develops any medical problems.

Quote from: MrWillsauce on March 01, 2013, 06:54:54 pm
I'm used to things like sharks and such wash up on the shore and suffocate, but a sea serpent seems pretty rare. Has this happened to anyone else? Anyway, I took its eye as a seuvenier (I didn't want to weigh Feb down with the skull or scales).

Extremely rare I would think, according to this legendary forum topic (http://www.bay12forums.com/smf/index.php?topic=75780.0) they only occur in savage oceans, and then, only one per biome. I do not know which of our oceans are savage but it might have been the only sea serpent in the world, or one of a very limited number.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TheFlame52** on **March 03, 2013, 08:27:35 am**

I have been training on a savage beach in one of my adventurer mode games. No fewer than THREE sea serpents have washed up while I have been sleeping.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 03, 2013, 11:02:20 am**

Yeah I encountered another beached sea serpent while resting on the way to the museum. Adil decapitated it.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **CaptainKobold** on **March 03, 2013, 02:57:12 pm**

So, does this allow kobold adventurers? I'm thinking I could bring glory to the museum. After all, kobolds are born thieves.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 03, 2013, 03:15:45 pm**

I made it! Before I submit my wrap up update, I have a few questions. One: if I submit the artifact grate and Feb's masterpiece, will they be counted as separate exhibits (I request they be, but I've never seen any other adventurer submit more than one exhibit at once, so if it's not allowed I won't mind). Two: does anyone know if Adil will be seperated from Feb if I retire her in the city, or will he just return home? I plan on using Feb as my adventurer when I do my second turn in this game, and I would like Adil to keep her company. Also, would everyone please leave Feb (and possibly Adil) alone while they wait for the adventurous spirit (myself) to possess them again? Also, please don't take their awesome equipment, as tempting as that may be.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **March 03, 2013, 03:30:06 pm**

Quote from: CaptainKobold on March 03, 2013, 02:57:12 pm
So, does this allow kobold adventurers? I'm thinking I could bring glory to the museum. After all, kobolds are born thieves.

The game isn't modded to permit one to play as kobolds, no. But it's still pretty damn entertaining.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 03, 2013, 03:30:56 pm**

Quote from: CaptainKobold on March 03, 2013, 02:57:12 pm
So, does this allow kobold adventurers? I'm thinking I could bring glory to the museum. After all, kobolds are born thieves.

You could play as a human with a severe head injury who believed he was a kobold.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 03, 2013, 03:41:17 pm**

Quote from: MrWillsauce on March 03, 2013, 03:15:45 pm
I made it! Before I submit my wrap up update, I have a few questions. One: if I submit the artifact grate and Feb's masterpiece, will they be counted as separate exhibits (I request they be, but I've never seen any other adventurer submit more than one exhibit at once, so if it's not allowed I won't mind). Two: does anyone know if Adil will be seperated from Feb if I retire her in the city, or will he just return home? I plan on using Feb as my adventurer when I do my second turn in this game, and I would like Adil to keep her company. Also, would everyone please leave Feb (and possibly Adil) alone while they wait for the adventurous spirit (myself) to possess them again? Also, please don't take their awesome equipment, as tempting as that may be.

You'll have to choose one item, or a collection of similar items (like the collection of books or the necromancers treasure, which is a collection of gems etc). You can submit more items, but they won't be listed in the list of museum items. If I understand correctly Timeless Bob might make a catalogue of the secondary items people submitted in the future.

Since I started (and mostly failed) to collect a collection of sharpened rocks, you could add your rock to this collection, that would make it a part of

one of the official museum entries (#1 in the list). The rock is on the rightmost of the tables in the northern end of the exhibit hall. You could then submit the artifact grate as your second item. Because of the bugs associated with artifacts, it will however almost certainly disappear after you dropped it and reload the area, unless you found it in a barrel or chest, and brought it inside this container. We could of course pretend it's still at the museum, like we do with the artifact amulet. For a real permanent exhibit the sea serpent eye could also work. Anyhow, let us know what your official submission will be.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 03, 2013, 03:46:39 pm**

Well, since the sharpened rock has been sort of the focal point of the story (at least at the beginning), and it's very important to Feb, I think I'll be submitting that as my standalone submission, as apposed to adding it to your rock collection. As for the grate, would it be possible to add it to the amulet's entry as part of an artifact collection? If not, I'll just leave it here as a secondary submission to be forgotten about since, really, a wooden grate is not very impressive.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 03, 2013, 03:49:03 pm**

Well done team Feb! Let me be the first to offer my kudos to you. If the Bralbaard doesn't mind, why don't you choose one item to be your main contribution, and the other item to be your secondary one. There are quite a few non-primary contributions that will need to be tidied up and put on display (or sold in the gift shop if they have little enough value) and as the self appointed curator, I will do my best to work with any surviving adventurer in the city to display them in the Museum according to their wishes.

In other news, I'm currently working on a HUGE iso-map of Dinnerwandered and the surrounding countryside (including the pyramid of Sunkengem) and have thought that if I were to use "Embark Everywhere" to make the Museum and Inner Wall into a fortress/lair, I would be able to tidy the place up a bit, set the tables up properly, so that they can be used to display our many collected marvels and even perhaps add a viewing gallery and/or set of private suites to house and feed visiting travelers. Of course, this would all be only with the explicit permission of Bralbaard, as it is his game after all. Of course, once the Museum has been transformed into a Fortress/lair, players would be able to "reclaim" it and use that reclaim to set up their new acquisitions appropriately. (The ability to use some of the sub-basements for storage would be quite handy as well) Another thought occurred to me: perhaps Dinnerwandered would begin to be repopulated with dwarves "fleeing" the Museum once their tasks were completed. Our great city would need never fear depopulation like the other non-dwarven civilizations in our world. Heck, if Humans were modded to be a playable race in Fortress mode, the city would even have new Humans emigrating in to repopulate it. However, I do wonder if Dinnerwandered might not become the center of civilization in the coming "Age of Dwarves".

Anyway, back to crafting HUGE iso-map of the city!

(Anybody mind if I just start naming the streets according to the process I described previously?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 03, 2013, 03:51:30 pm**

Hmmm, how about this: I'll add the sharpened rock to the museum as a separate entry, then I'll mention in the description that you could choose between the artifact wooden grate, and submitted the stone because it was obviously of superior quality :-). That way the wooden grate will at least be mentioned.

Also, I fear it may be hard to find Adil back after you retire. He might stick around in Dinnerwandered, but dinnerwandered is a big place.

Quote from: Timeless Bob on March 03, 2013, 03:49:03 pm

(Anybody mind if I just start naming the streets according to the process I described previously?

No that's absolutely fine, looking forward to the map.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 03, 2013, 04:04:37 pm**

Quote from: Timeless Bob on March 03, 2013, 03:49:03 pm

In other news, I'm currently working on a HUGE iso-map of Dinnerwandered and the surrounding countryside (including the pyramid of Sunkengem) and have thought that if I were to use "Embark Everywhere" to make the Museum and Inner Wall into a fortress/lair, I would be able to tidy the place up a bit, set the tables up properly, so that they can be used to display our many collected marvels and even perhaps add a viewing gallery and/or set of private suites to house and feed visiting travelers.

A good idea, but this would likely introduce several bugs into the game:

- Items would start to scatter around, but this could be prevented by retiring it as a lair.
- loyalty cascades: somehow using embark everywhere in a city causes part of the people in the area to turn into enemies.
- If the place is retired as a proper fortress, and people retire their characters in it, they will always be found at the museum, this sounds like a good idea, but adventurers don't always get along: especially necromancers would start raising museum exhibits causing things to get out of hand quickly. Currently people retired in Dinnerwandered will stay safely away from the keep, I've never seen one of the adventurers visiting.
- There's this bug (<http://www.bay12games.com/dwarves/mantisbt/view.php?id=6015>) that causes fortresses that are reloaded very often (10+ times?) to be overrun by animals, causing fps death. This can be seen in Sunkengem in our game, or in the other adventure game (adventure retirement home) where the retirement home seems to have fallen to chaos. The other bugs could be worked around, but this last one seems like a show-stopper.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 03, 2013, 05:01:52 pm**

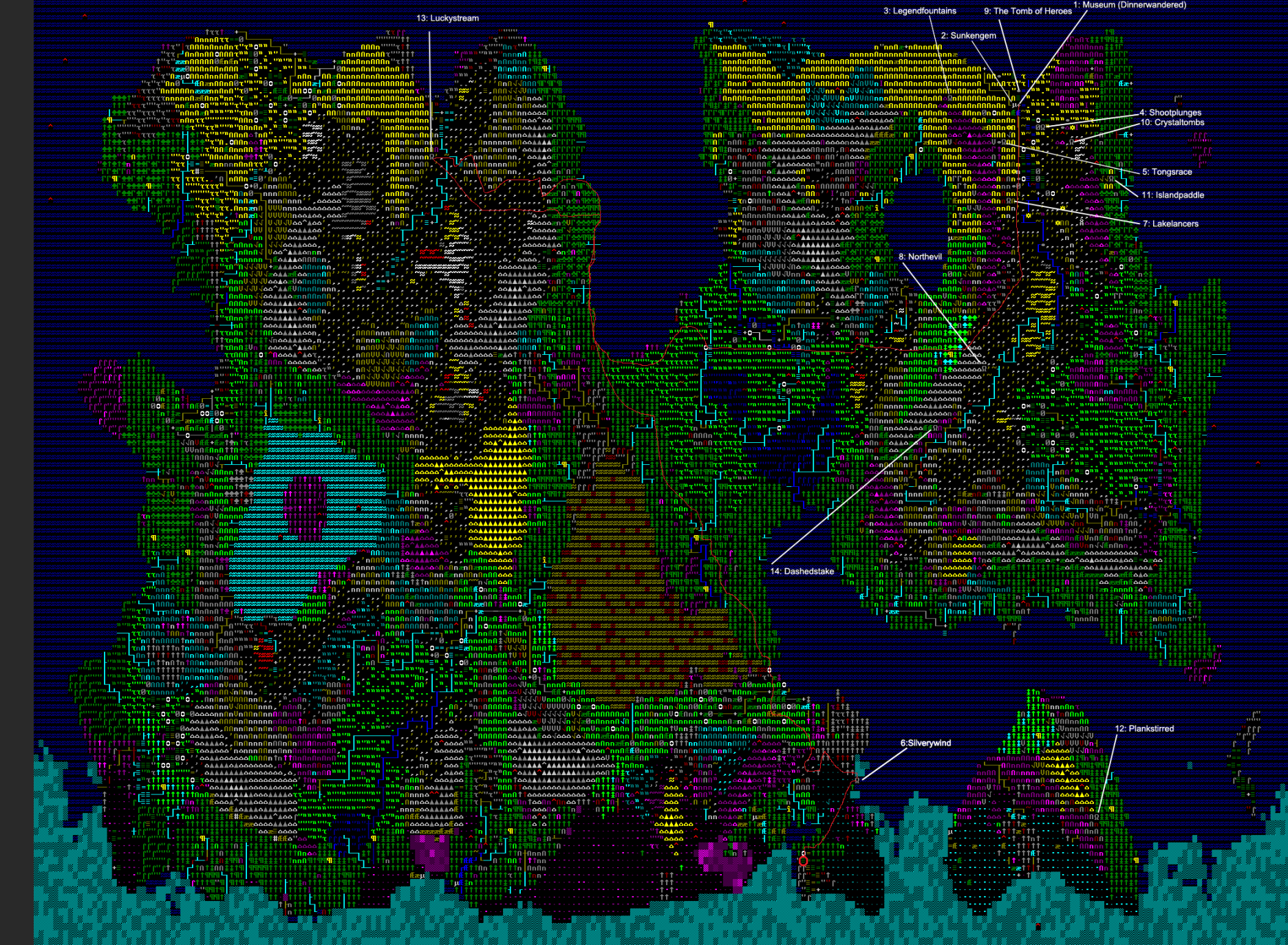
Sounds good to me! The masterwork sharp ryhollite, crafted by Feb Minesizzled as a result of a fey mood, is now located on the marble table just west of the book collection, in the center of the museum. As for the grate, which will probably disappear, I left it on one of the tables on the western side of the building. I can still see it, but, as expected, cannot see its graphic or pick it up. As for the amulet, I can't find it anywhere.

And with that, Feb and her companion Adil retired in one of Dinnerwandered's human buildings, promising to repay her rent with the stash of gems she left in a far-off corner of the world. While it is unlikely that her landlord believed her story, he wasn't about to call a steel-clad, battle-hardened dwarf out on it, so he let them stay with the promise that they would repay him as soon as they got around to digging up their buried treasure. Although it would be some time before the two ever went adventuring again, they kept their armor and weapons polished, always ready for action. In her spare time, Feb returned to stonecrafting, which was a challenge with only one functional arm. Although she never made anything as impressive as the still-unnamed artifact now on display in the museum, her rock toys were a hit among Dinnerwandered's human children. Adil spent his time killing outlaws that roamed the sewers and streets of the city at night, even though he could no longer walk due to an unfortunate accident involving two alligators. In this way the two lived happily for many years, but not forever as in a fairy tale. Their inevitable demise is simply yet to come. After all, this is Dwarf Fortress.

Save (<http://www.mediafire.com/?bjkwrw0itodw61k>)

Edit: and here's Feb's complete journey, starting southwest of Silverywind, and ending at the museum.

Spoiler (click to show/hide)



Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Caldfir** on **March 03, 2013, 05:41:21 pm**

That was quite the journey! Killed a cavern beast and everything.

Interesting to note that very few adventurers seem to have gone down to the cavern layers at all. Guess the chance of getting completely lost down there *is* pretty high. I once tried to go under a mountain range on several adventurers (it had a pair of caves on either side). Many went down, none returned. The trouble is that the ramps leading back to the surface (in a natural cave) look exactly like every other ramp. If you have a fort to pop out of, with a clearly marked staircase, it becomes much less troublesome. Oh, and much swimming is involved.

The rock makes most sense as the museum piece since we know it won't up and vanish inexplicably, like the grate probably will. Artifacts probably deserve an honorable mention, if only to say how mysterious it was that they inexplicably vanished.

Quote from: Bralbaard on March 03, 2013, 04:04:37 pm
-There's this bug (<http://www.bay12games.com/dwarves/mantisbt/view.php?id=6015>) that causes fortresses that are reloaded very often (10+ times?) to be overrun by animals, causing fps death. This can be seen in Sunkengem in our game, or in the other adventure game (adventure retirement home) where the retirement home seems to have fallen to chaos. The other bugs could be worked around, but this last one seems like a show-stopper.

It isn't clear that it is the animals causing the fps-issues. Some other experiments show that it might be spatter and item duplication (real item and a fake entry in a the lookup table, resulting in a *doubling*) on every reload. The animals are obviously duplicating as well (after revisiting one fortress on several adventurers and then reclaiming, I found no fewer than 200 olm men wandering the caverns) but it (probably) isn't the most serious of the issues. Hopefully all of this is fixed in the upcoming dwarf fortress update (since Toady did mention "cleaning up" reclaims). Some advice: if you want to keep a fort in good condition as long as possible, don't let adventurers sleep in it, as this seems to amplify the issue.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 03, 2013, 06:05:08 pm**

Ah. I wasn't aware of the duplication bug. Sounds like an awesome "bug becoming feature" setup for a "Monster Ranch" doesn't it? Well, that'll make tidying up the Museum a bit more challenging.



challenges taste like chicken...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 03, 2013, 06:11:59 pm**

(Fluffy Wambler, I choose you! "Meep?")

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **MrWillsauce** on **March 04, 2013, 03:44:39 pm**

Just in case I wasn't clear enough, I would like to be added to the turn list again please.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **March 04, 2013, 03:51:07 pm**

Quote from: MrWillsauce on March 03, 2013, 05:01:52 pm

Sounds good to me! The masterwork sharp ryhollite, crafted by Feb Minesizzled as a result of a fey mood, is now located on the marble table just west of the book collection, in the center of the museum. As for the grate, which will probably disappear, I left it on one of the tables on the western side of the building. I can still see it, but, as expected, cannot see its graphic or pick it up.

and suddenly the name of the artifact starts to make sense

creepy.

I'll PM atomic chicken, and I'll add Mrwillsauce to the end of the turn list.
I'll also try to update any other posts that.. need updating.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **MrWillsauce** on **March 04, 2013, 03:53:23 pm**

Something extremely strange: the grate is completely absent from Legends Mode. The amulet definitely is there, though it was gone from the museum.

Edit: Also, the grate wasn't called The Quietness of Vanishing; that was the copper cabinet that Feb left behind. The grate was called "The Perplexing Moss".

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Vgray** on **March 04, 2013, 03:57:50 pm**

Is it going to become tradition to submit a single masterwork rock?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **MrWillsauce** on **March 04, 2013, 03:59:19 pm**

Actually, if I'm correct, the shale rock I saw in the museum was only superior/exceptional quality. And I hope not; that would really make Feb's "artifact" insignificant.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Vgray** on **March 04, 2013, 04:05:16 pm**

Really?

Bralbard has Masterwork symbols around the names is the OP.

At least I think those are Masterwork symbols...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **March 04, 2013, 04:06:24 pm**

Aack that's what you get for fast reading through all the posts, I thought that was the name for the grate. I'll also check the quality of my sharpened rock, and update the post.. My adventurer started with high skill in knapping and I was creating masterwork sharpened rocks by the dozens, but I could have goofed up and submitted a rock of lesser quality.

Edit: I... I must acknowledge the greater craftsmanship of Feb.. her artwork is truly of superior quality, I have been defeated.. *Turns around in his grave*

Also, captainkobold, do you want a turn despite the fact that kobolds are a non player race?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **MrWillsauce** on **March 05, 2013, 03:49:43 pm**

As the museum currently stands, it only has one or two vacant tables. I think it's time to install some more, possibly on the second floor.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **HeavilyMedicated** on **March 06, 2013, 11:40:30 pm**

Sounds fun. I'd like to participate if that's okay. :D

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **March 08, 2013, 02:53:02 am**

No problem, I'll add you to the list.
I have little hope that Atomic Chicken will show up if we wait longer, his only post on the forums was in October when he asked for a turn. I will PM the next in line.

Quote from: MrWillsauce on March 05, 2013, 03:49:43 pm

As the museum currently stands, it only has one or two vacant tables. I think it's time to install some more, possibly on the second floor.

Yes, the museum definitely needs to be tidied up a bit. I guess we could reopen the table factory at Sunkengem, or start a new one, since we have this elven curse at Sunkengem.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **MrWillsauce** on **March 08, 2013, 06:18:05 am**

I think reclaiming Sunkengem with a squad of seven dwarven warriors would be more fun. Maybe if they killed all of the wildlife, the place would be tolerable to venture through.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **laularukyrumo** on **March 09, 2013, 06:10:39 am**

I feel like starting a new one would be good. Because, y'know. Demons and mummies and elven curses.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 10, 2013, 03:07:21 am**

Atomic chicken did show up!

Since we already send Don Blake a PM I'm going to switch turns for Don Blake and Atomic Chicken
I did not hear anything from Don Blake yet, we'll wait a few days to see if we get a reaction, if we don't atomic chicken can take his turn.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 10, 2013, 04:22:56 pm**

Quote from: MrWillsauce on March 05, 2013, 03:49:43 pm
As the museum currently stands, it only has one or two vacant tables. I think it's time to install some more, possibly on the second floor.

The above message triggered me to mess a bit with the current save game. Since we haven't heard from Don Blake yet, I guess we could continue with this new save game, as it has some improvements.

The save game can be found here: turn 30b (http://www.mediafire.com/?9jus9ofqjffe2le)

I've reclaimed the factory at Sunkengem, and the museum has a batch of new tables, they have been placed at the ground floor, we still had plenty of room there. Sunkengem has now been retired using DFhack (http://www.bay12forums.com/smf/index.php?topic=81738.0), which means adventurers can retire in Sunkengem (their safety is not ensured though). All the dwarves there act like they are at home. FPS at the site seems to be back into the green for now.

The adventurer I had to create because someone had to drag the new tables from Sunkengem to the museum, Hode Plungesouls, should be considered a valid quest target. I did create him with that purpose in mind.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 10, 2013, 04:24:41 pm**

Were the animals a problem when reclaiming? Also, I should have said something earlier, it would be cool to have tables made of adamantine or other precious metals for especially impressive submissions to be placed on.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 10, 2013, 04:33:38 pm**

I'm going to remain silent about what happened in Sunkengem...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 10, 2013, 05:15:33 pm**

I'm going to download this save and do a bit of poking around with Feb. Don't worry, I won't post any spoilers.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 12, 2013, 01:56:40 pm**

Today it's one year ago since the museum opened its doors.
According to the forum topic's statistics we've had 20594 visitors in that year, not bad

Don blake did not respond, that makes it Atomic Chicken's turn.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 13, 2013, 12:24:18 am**

It's too bad we're not using the Masterwork Mod on this world - there are little buildings called "Display cases" made out of a block and whatever you want to display. I was playing a personal dwarf-only world the other day and was thinking how awesome all those display cases would look in our Museum. Ah well...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Putnam** on **March 13, 2013, 12:54:35 am**

Quote from: Timeless Bob on March 13, 2013, 12:24:18 am
It's too bad we're not using the Masterwork Mod on this world - there are little buildings called "Display cases" made out of a block and whatever you want to display. I was playing a personal dwarf-only world the other day and was thinking how awesome all those display cases would look in our Museum. Ah well...

You can only build buildings in dorf mode...

Also, genesis has those buildings, as does LFR, as does pretty much every single large mod ever made :V it's a really popular inclusion.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **March 13, 2013, 01:07:31 am**

I dont think theres any real use for the display cases in an adventure mode-oriented game. Theyd only prevent us from collecting the items they display unless the fortress' creator designed a special mechanism to break it down.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 13, 2013, 11:47:07 am**

Hmm true. Unless the display cases themselves were portable - sorta like the artifact-in-a-bin thing that was mentioned before. Regardless, I was less complaining than musing aloud. (atext?)

A different musing struck me as I woke up this morning - all those critters in Sunkengem... Seems to me that sounds very much like bone tables, bone chairs and prepared meals to go as a reclaim. In adventure mode it sounds like instant training zone for new companions. So long as a necromancer doesn't show up - then... Dinnerwandered's near neighbor might become vector zero for a zombie apocalypse.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Putnam** on **March 13, 2013, 02:35:38 pm**

Display cases are workshops, like craftsddwarves' workshops and bowyer's workshops. They can't be portable.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Atomic Chicken** on **March 14, 2013, 03:24:52 pm**

An excerpt from the journal of Thel Indigozephyrs, human of Amilanthath

2nd of Slate, 1101
I had a meeting with the village elder today. He told me of a creature who was hiding in our hamlet, preying on the innocent; a vampire. It was

whispered to this creature of the night silently entered dwellings under the cover of darkness, and drank the blood of his victims while they slept. Over a hundred villagers had already fallen to the beast. The elder then demanded an impossible task of me. Handing me his old iron sword, he ordered me to rally the other villagers and kill Obu Zephyrgripped, the cursed man he suspected was responsible for the murders. I gulped, accepting the sword. How was I, a lone peasant, going to face such a fearsome creature?

Swordsman: I am here to discuss serving your cause.
Ica Hethrelide, Trader: A night creature has infiltrated our communities and now makes prey of us.
Ica Hethrelide, Trader: Seek and confront Obu Zephyrgripped the vampire.
Ica Hethrelide, Trader: Search first in a cottage to the south.
Ica Hethrelide, Trader: This bloodsucking fiend has killed one hundred sixty-one in his lust for murder!
Ica Hethrelide calms down.
Ica Hethrelide, Trader: There is no clear evidence, but there have been so many strange happenings that every honest person in the community now holds it to be true.

Press Enter to continue.

After a little inquiring, I found the vampire in a cottage, together with a number of peasants. I realised that he was wearing several pieces of grotesque jewellery that appeared to be made of human bone. I stepped forward, sword in hands, and boldly announced Obu a vampire to everyone in the room. To my surprise, Obu did not deny the accusation-he simply smiled, curling his lips to reveal, long yellow fangs caked with dry blood.

Talking to the Fish Dissector Obu Ñithpacitu.

You begin a conversation with the Fish Dissector Obu Ñithpacitu.
Swordsman: Hello Obu.
Obu Ñithpacitu, Fish Dissector: It is good to see you.
Obu Ñithpacitu, Fish Dissector: This servant of chaos greets you.
Obu Ñithpacitu, Fish Dissector: Traveling alone in the wilds?! You know better than that.
Swordsman: Whosoever would blight the world, preying on the helpless, fear me! I call you a child of the night and will slay you where you stand.
Obu Ñithpacitu, Human Fish Dissector vampire: I am Obu Zephyrgripped!
Obu Ñithpacitu, Human Fish Dissector vampire: Prepare to die!

Then he struck, faster than any normal man should have been able to, swinging his knife into the nearest villager, tearing his arm. Immediately, the other villagers turned upon him. The vampire was fast, but he was outnumbered. He put up good fight, but was eventually put to an end with a swipe from my sword.

You slash The Human Fish Dissector vampire in the head with your iron two-handed sword, tearing apart the muscle, shattering the skull and tearing apart the brain through the human tooth crown!
A tendon in the skull has been torn!
The iron two-handed sword has lodged firmly in the wound!
Obu Ñithpacitu, Human Fish Dissector vampire has been struck down.
The Farmer retches.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **March 14, 2013, 09:07:20 pm**

Neat! Test his blood for the gift!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Atomic Chicken** on **March 15, 2013, 02:03:35 pm**

My fame as a vampire slayer grew quickly. As I was walking through the street, I was approached by a hooded figure who beckoned me to him. The man led me towards a small hut at the end of the road. Although unaware of the man's intentions, I followed him into the dwelling. I was surprised to find the village elder awaiting me inside. With him was the retired hunter, Thixel Ngospumac. The two old men told me about how, in their youth, they had also hunted vampires. They taught me how to correctly identify a vampire from a regular man. Then, they gave me a list of people whom they strongly suspected were vampires, and asked me to put an end to them.

I decided to accept their task, and left my hamlet, Merchantseal, as a vampire hunter.

Thixil Ngospumac, Hunter: Sunkrasps is a short walk to the northwest.
Thixil Ngospumac, Hunter: Seek this place and kill Mones Hoglegleams the vampire.

I decided that my first target would be the vampire who went by the name of Mones Kullecit, who resided in Sunkrasps a hamlet neighbouring Merchantseal. Eventually, I found the vampire in a cottage to the northeast of the hamlet. Chanting the incantation taught to me by the old hunter, I revealed the man's true form; that of a vampire.

Swordsman: Whosoever would blight the world, preying on the helpless, fear me! I call you a child of the night and will slay you where you stand.
Mones Kullecit, Human Tanner vampire: I am Mones Hoglegleams!
Mones Kullecit, Human Tanner vampire: Prepare to die!

The villagers immediately swarmed over him. I also attacked him, and when I came in for the final swipe, he had already been greatly weakened. Within moments, his head was at my feet.

You slash The Human Tanner vampire in the head with your iron two-handed sword and the severed part sails off in an arc!
Mones Kullecit, Human Tanner vampire has been struck down.

My next target was Ustres Crestedcomets, a vampire who hid in the hamlet called Reinmansion.
Thixil Ngospumac, Hunter: Reinmansion is a short walk to the northwest.
Thixil Ngospumac, Hunter: Seek this place and kill Ustres Crestedcomets the vampire.

I found Ustres in a small house on the outskirts of the village. I charged at him, together with the rest of the villagers, but the vampire simply dodged us and counter-struck. A villager fell at the spot.

Swordsman: Whosoever would blight the world, preying on the helpless, fear me! I call you a child of the night and will slay you where you stand.
Ustres Pirninadmi, Human Furnace Operator vampire: I am Ustres Crestedcomets!
Ustres Pirninadmi, Human Furnace Operator vampire: Prepare to die!

The vampire suddenly turned towards me and struck at my knee, fracturing it. The pain was excruciating. I fell to my knees and crawled to the corner of the building in desperation. The fighting continued, but it was plain that the few peasants that remained alive were doomed. As I laid there, awaiting my imminent death, I realised that I was lying in a pool of the vampire's blood. I suddenly remembered an old tale from my childhood, about a man who had drunk the blood of a vampire, only to become one himself. Glancing at the vampire, swiftly killing off the last few peasants, I made what must have been the craziest decision of my life. I scooped up a handful of blood and drank it.

You drink the human blood laced with Ustres Crestedcomets's human blood.

Suddenly, the pain in my leg receded and I felt stronger and faster. I realised that I was no longer panting for breath, indeed I was not breathing at all. I got up and swung my sword at the vampire once more. To my surprise Ustres did not dodge it in time as he had avoided my other attempts, and I slashed my sword across his arm, tearing it. For a moment, I noticed a look of shock in Ustres' eyes, but it quickly turned to hate as he struck me, tearing my right arm, making me drop the sword. Thrusting my shield at him, I picked up my sword again, amazed at the fact that I felt no pain even though my arm was torn open. A few slashes later, and Ustres was dead, just as those who had come before him.

You slash The Human Furnace Operator vampire in the upper body with your iron two-handed sword, tearing apart the muscle and shattering the middle spine's bone through the rope reed fiber cloak!
An artery has been opened by the attack!
A tendon in the middle spine has been torn!
Ustres Pirninadmi, Human Furnace Operator vampire has bled to death.

I stared at the corpse beneath my feet. I suddenly became aware of the blood covering my the corpse and was overcome by a great desire to feed. Kneeling down, I drank all the blood I could find, and filled all my pouches and waterskins with it. Then I stopped, horrified at my actions. What had I done? What had I become?

I had become that which I hunted. I had become a vampire.
Thel Kakthrilñithpa <R>
I turned, and fled the village, never to return.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Paaaad** on **March 15, 2013, 07:37:18 pm**

And that makes 2 player vampires. Out of how many tries?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **March 16, 2013, 12:34:40 am**

Too damn many. Come on, guys, what's your excuse? :P

Chicken; your destiny is now to join me in eternal glory, and hunt down our competition!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Atomic Chicken** on **March 16, 2013, 07:46:27 am**

For those who did not quite catch on to the gist of this:

Quote from: Atomic Chicken on March 15, 2013, 02:03:35 pm

filled all my pouches and waterskins with it.

```
Your Inventory
a - . rope reed fiber pouch
b - . . Ustres Crestedcomets's human blood laced with human blood
c - . Ustres Crestedcomets's human blood laced with human blood [20]
d - . llama wool bag
e - . . Ustres Crestedcomets's human blood laced with human blood [50]
f - . rope reed fiber bag
g - . . Ustres Crestedcomets's human blood laced with human blood [50]
h - . alpaca wool bag
i - . . Ustres Crestedcomets's human blood laced with human blood [50]
j - . alpaca wool bag
k - . . Ustres Crestedcomets's human blood laced with human blood [50]
l - . rope reed fiber bag
m - . . Ustres Crestedcomets's human blood laced with human blood [50]
n - . sheep wool bag
o - . . Ustres Crestedcomets's human blood laced with human blood [50]
p - . rope reed fiber bag
q - . . Ustres Crestedcomets's human blood laced with human blood [50]
r - . rope reed fiber bag
s - . . Ustres Crestedcomets's human blood laced with human blood [50]
t - . rope reed fiber bag

/* to view other pages.  ESC when done.
```

Vampire blood for everyone!
I only hope that it retains its syndrome transferring properties.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 16, 2013, 01:40:32 pm**

For all the vampires throughout history that eventually become nobility, I do wonder if Vampire blood isn't rather blueish in hue. What do you guys think? Are Vampires the dwarf fortress version of the gentry?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **March 16, 2013, 02:20:37 pm**

Remember that vampires cannot simply drink blood spatters to alleviate their thirst; they must feed from a nearby, unconscious creature.

Also, go explore the ocean and bring back the corpse of a sea serpent.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **March 16, 2013, 10:31:25 pm**

When you feel the need to consume warm blood, DO NOT drink from a child. Their tiny bodies don't hold enough blood for even the slightest of thirsts to be satisfied without killing them. I made this mistake in one adventure, and it depressed me so much I had to retire that character despite the bitchin' cave dragon scale cloak she crafted from the body of one of her targets.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **March 16, 2013, 11:09:17 pm**

Regret? What sort of DF player harbours regret?

Ok... So there are some things I regret doing as well. Like setting a child on fire to steal her clothes to sell...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **March 17, 2013, 08:45:25 am**

Quote from: Atomic Chicken on March 16, 2013, 07:46:27 am

For those who did not quite catch on to the gist of this:

Quote from: Atomic Chicken on March 15, 2013, 02:03:35 pm

filled all my pouches and waterskins with it.

```
Your Inventory
a - . rope reed fiber pouch
b - . . Ustres Crestedcomets's human blood laced with human blood
c - . Ustres Crestedcomets's human blood laced with human blood [20]
d - . llama wool bag
e - . . Ustres Crestedcomets's human blood laced with human blood [50]
f - . rope reed fiber bag
g - . . Ustres Crestedcomets's human blood laced with human blood [50]
h - . alpaca wool bag
i - . . Ustres Crestedcomets's human blood laced with human blood [50]
j - . alpaca wool bag
k - . . Ustres Crestedcomets's human blood laced with human blood [50]
l - . rope reed fiber bag
m - . . Ustres Crestedcomets's human blood laced with human blood [50]
n - . sheep wool bag
o - . . Ustres Crestedcomets's human blood laced with human blood [50]
p - . rope reed fiber bag
q - . . Ustres Crestedcomets's human blood laced with human blood [50]
r - . rope reed fiber bag
s - . . Ustres Crestedcomets's human blood laced with human blood [50]
t - . rope reed fiber bag

/* to view other pages.  ESC when done.
```

Vampire blood for everyone!
I only hope that it retains its syndrome transferring properties.

The sewers are no longer safe. I love you

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsaUCE** on **March 17, 2013, 09:26:32 am**

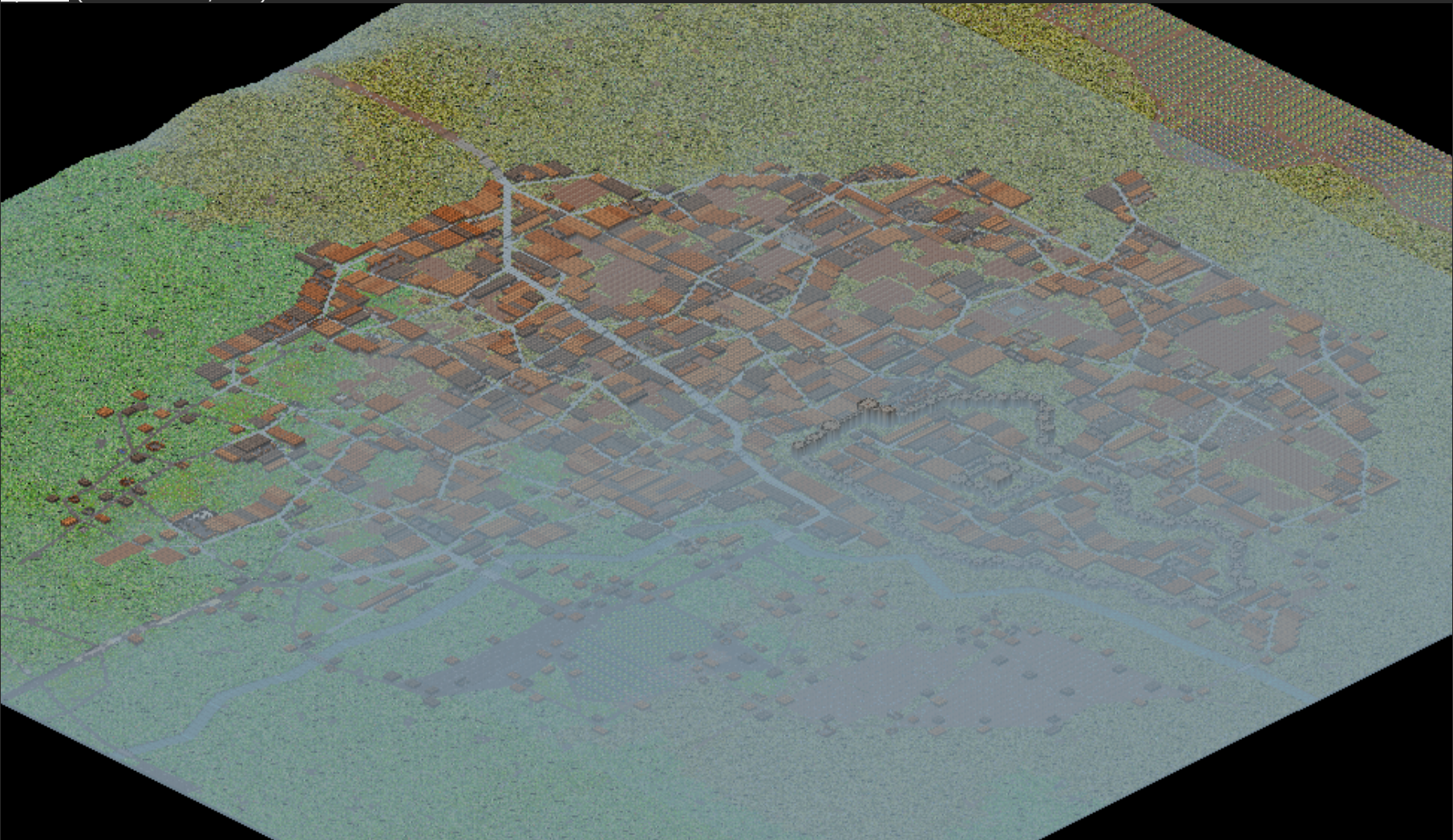
Quote from: laularukyrumo on March 16, 2013, 02:20:37 pm

Also, go explore the ocean and bring back the corpse of a sea serpent.

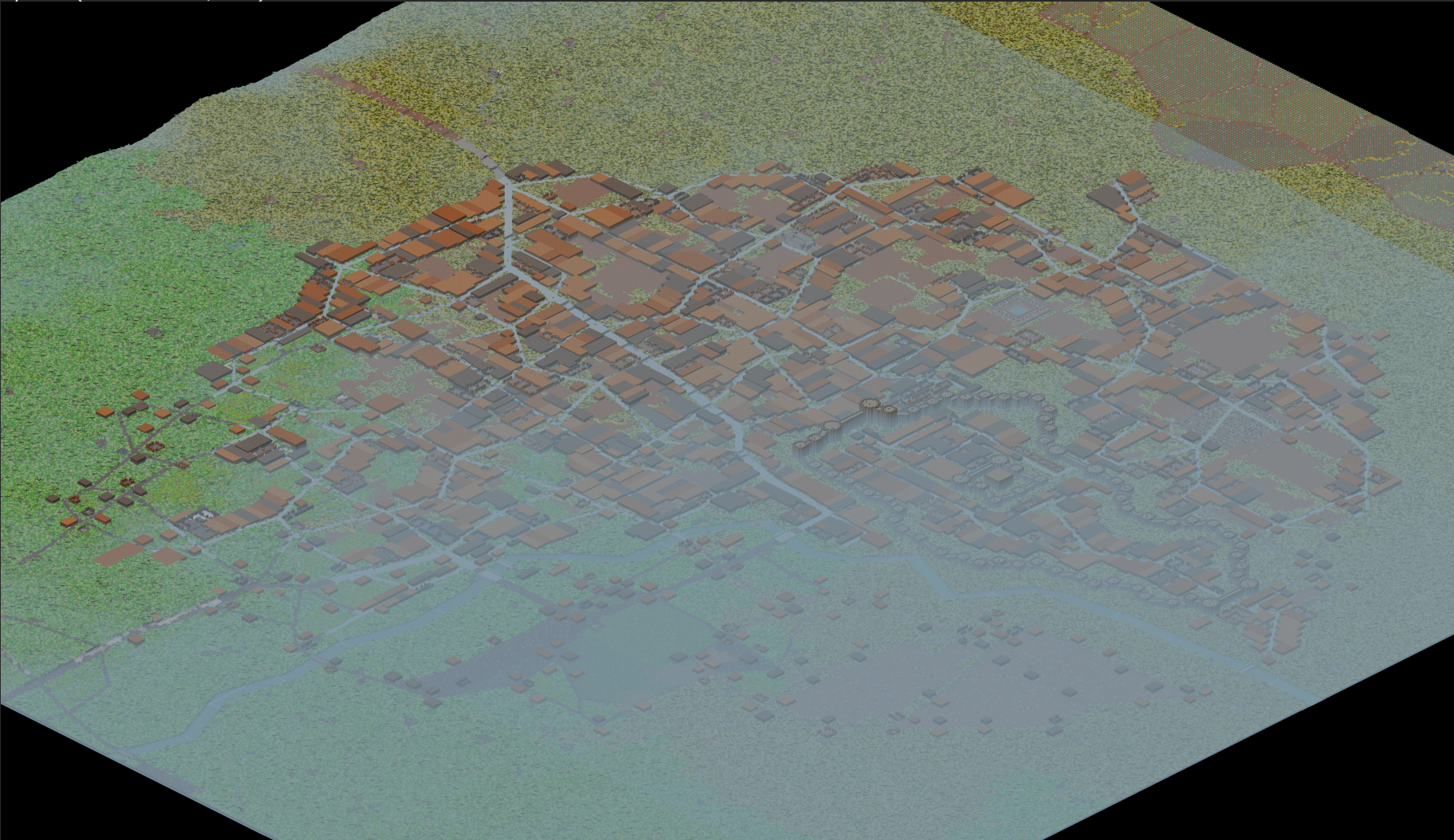
I left one of them on the corpse of the beach to the southeast of Luckystream, and a pile of butchered sea serpent bits a little north of that. If you want to find a sea serpent, the best way to do it is simply to rest on the shore of a savage beach and wait for them to come to you, not go out looking for them in the water.

I have finally (FINALLY) finished the Dinnerwandered and surrounding regions isometric map.
So that I don't break your computers too badly, here are two resolutions of it:

20% size
[Spoiler](#) (click to show/hide)



Full size
[Spoiler](#) (click to show/hide)



You can see the stepped pyramid of Sunkengem just north of King's Boulevard as it exits to the west. In the small picture, it's a little difficult to see - it fades right into the surrounding area at that resolution.

I'll be working on the "sewer tour" maps of "Bottledcave the Stoked Pits" as well as the Grottocavern catacomb maps once I interview any adventurers who have explored those areas and still live. (I suppose a necromancer might be helpful in reviving any explorers who have not survived their explorations, but only if the revived body still retains their memories and the ability to communicate, which is highly questionable given the current anecdotal evidence of the undead.)

I'll be working on naming the streets, placing shop signs and inventorying all contributions to the Museum, from whom and on which date. I should have these all taken care of as time permits.

If anyone wishes to download any of the Dinnerwandered pics I've posted in this group thus far, they are free to download from my deviantart site <http://taowithit.deviantart.com/> (<http://taowithit.deviantart.com/>) for no charge.

Until next time!

Amazing, how did you make those? I thought you made it by stitching a lot of pictures together, but there's this haze over the picture that would never work that way. Also, the situation at Sunkengem may have changed a bit, but I agree we shouldn't spoil that in this picture. I'll update the first post with a link to this later today, editing large post is difficult from a mobile device. Great work.

Also, is there any news about chicken? The adventurers guild is anxiously waiting for your return, now that they have heard what you will bring..

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Caldfir** on **March 20, 2013, 01:33:21 am**

The pictures have to be stitched - the fog gets turned off for large stonesense screenshots, so those couldn't have been made that way, not to mention I can guarantee trying to do so would crash the game (I know - I've rewritten the stonesense large screenshot function like 15 times). The only way I'm aware of to get that kind of picture is by diligently and carefully walking over the entire area and stitching the images together, while being careful to maintain the same camera elevation. Lots of work!

Title: **Re: The Dinnerwandered Gazeteer**

Post by: **Timeless Bob** on **March 20, 2013, 03:51:42 am**

I used the "Embark everywhere" function on successive forts with 7 peasants and no supplies. I wasn't aware that big shots could be gotten from Stonesense - I used the "<" once to get a smaller view then "F2" and "n" to remove the border frame and names. I'd bring the screen in-game up to a level that showed the highest elevation of the entire set of forts that I wanted to encompass with the map then pressed "2" repeatedly until one level below the lowest elevation was showing.

Starting in the Northwest corner, I embarked a fortress covering 2 extra squares around the edge, so I could frame the city with the surrounding countryside and took a screen capture with Stonesense at full screen. I'd port that over to Paint as a bmp image then erase the top and left window frame sections by moving the image up and to the left before resizing it from the bottom and right to erase the bottom and right sections of frame. Once the image was only showing that isometric section, I'd resize the image to 50%, (I tried doing this with the initial image in Stonesense by using the "<" twice, but the resulting picture was much more blurry than using Paint's resize tool), copy/paste that over to the map in progress, (using the eyedropper tool to designate the light blue sky color as a "transparent" background) then scroll the Stonesense map over using trees and building sides as "landmarks" (overlapping trees and building sides helps to ensure that the image has synced in a pixel perfect manner so that no off-section tiling artifacts rear their ugly heads), then repeat the whole process all over again. I'm not sure what happened to that section on the north strip - I was probably just tired and hadn't set the initial height high on the dwarf fortress map enough to make the colors match. That's the kind of off-section artifact thingy I was talking about before, but once I'd started in on the west edge, I remember thinking, "Good enough - I don't want to redo all those fiddly farm bushes again, just leave it." So I did.

Anyway, in order not to have all these wagons and dwarves cluttering up the landscape all over the place, I'd designate them all as "carpenters" and set up a meeting and pen area, plus a 3x3 wood pile down at the bottom of the map, then have them disassemble the cart and tote the wood down there. I did all my mapping on "pause" Once I got to the point where Stonesense showed them again, I re-designated the meeting area/pen and woodpile to the top of the map and waited the few moments while they ported everything up there before hitting "pause" and finishing up that section of the map. The result: no wagons or peasants show up anywhere.

Every once in awhile, a floating window or statue would show up in the sky and I had to erase those and sometimes make the sections certain sizes so that they didn't show up in the final map, which was a bit of a challenge, but other than that, I just repeated the same process about 350-400 times. I would have liked to have less of a smoky pall over all the buildings, but my wife says it gives the picture more "depth", so I guess its a good thing after all.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Timeless Bob** on **March 20, 2013, 04:29:28 am**

This map is current circa 1091.
That's the problem with maps: they're obsolete pretty much right off the printing press.

I was checking around the Museum as a prelude to compiling an inventory and have only found one book from Kromgar's stash - anyone know where the rest of them are stashed?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **March 20, 2013, 04:09:37 pm**

At the arrow. There´s a backpack in that stash that has even more books in it (if you scroll beyond the body parts and worn clothing)
There are a lot of books.

[Spoiler](#) (click to show/hide)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Timeless Bob** on **March 20, 2013, 06:54:40 pm**

The three necromancers who were lynched in the Open Market came from the same place: Pinescamp Tower. Legend (mode) has it that there have been necromancers in that tower since before the beginning of recorded history, so some of those books may be more than a thousand years old!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Timeless Bob** on **March 21, 2013, 08:26:48 pm**

I've been carefully sorting through the books in the Museum and have found a trio of startling truths:

- 1) There are books in the Museum unmentioned in Legends mode, even after they've been read in Adventure mode.
- 2) Some of the book content from Legends mode "Artifacts" disagrees with what you read in Adventure mode.
- 3) Books will "go missing" or spontaneously reorganize themselves inside their storage packs from one adventurer to the next.

Also, I am pleased to announce that one of the books looted from Pinescamp Tower is a "Dinnerwandered: A Brief History" (It doesn't show up in Legends mode, but it does give me the chance to use it as a reference for my delvings into Dinnerwandered's history.) There are also several books dealing with the practice of necromancy, among them my favorite: A short poem called "Sleep, My Love".

I'm thinking that the nearby rooms of Dungeons of Obeisance below the Museum might make for a good library, if the books were separated into essays, guides, poems and autobiographies and also organized by author and date of authorship. I was looking at those random empty alder chests scattered about and thinking how perfect they'd be as "book cases". (Incidentally, clear glass chests would do nicely as portable display cases, don't you think? Perhaps the masterwork bug could be overcome using glass chests and bins... just a thought.) Anyway, that room to the northeast of the stair (-1st floor) with a viewing platform all around and a stair down to the room below (-2nd floor) seems like a good place for a library. That big room with all the statues to the south of the stair (-1st floor) also seems like a nice place to set up the gift shop. Of course, adventurers might need to thin out the kobolds deeper in the dungeons every once in awhile, but that's also all to the good: More knickknacks for the gift shop! I'm not sure where the cafe should go yet, but I'm sure that'll shake out by the time I officially arrive as a curator for the Museum. Fortunately, there's that exotic foods merchant just outside of the Inner Gate, so whenever the cafe gets set up, we can easily stock and restock it with food. I'll have to look around for a place that sells potables though. Too bad there's no *Dwarven Brewery* nearby, eh?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **March 21, 2013, 08:53:56 pm**

I was going to suggest luckystream for it's fine mead, but then I realized it's neither nearby nor did I produce any mead before turning in the save :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **MrWillsauce** on **March 21, 2013, 09:21:58 pm**

[Quote from: Eric Blank on March 21, 2013, 08:53:56 pm](#)

I was going to suggest luckystream for it's fine mead, but then I realized it's neither nearby nor did I produce any mead before turning in the save :P

But you did have literally hundreds of thousands of honeycombs from what I saw.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **March 21, 2013, 09:28:54 pm**

Hmm. Maybe I DID make some mead. I coulda swore that was only during play after upload, though.

But yeah, you gotta have a lot of honeycombs to get a mead industry rolling well enough.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauce** on **March 21, 2013, 09:38:33 pm**

I didn't see any mead when I was there, just a lot of hives and honey.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 22, 2013, 07:00:52 am**

Quote from: Timeless Bob on March 21, 2013, 08:26:48 pm
Too bad there's no *Dwarven Brewery* nearby, eh?

A new brewery could open up at a nearby location sooner than you think (<http://www.bay12forums.com/smf/index.php?topic=123944.0>)
Seriously, the new DFhack seems to create some interesting possibilities. I have not yet tried any of this, but it seems like we can build certain stuff in adventure mode, and craft items in workshops as if it were fortress mode. Opening a brewery at the museum will certainly be possible.
I'm against using DFhack for cheating, but a lot of these new features could really add to the adventuring experience without giving an unfair advantage to the player. I think we should investigate if this would endanger the stability of the savegame or the affected in game sites, and possibly have a discussion if we want to allow non-vanilla stuff like this, and if so what features of DFhack would be legal.

Also, our precious blood samples have not yet arrived, and we haven't heard from Atomic Chicken in a while. I'll send him a PM.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **March 22, 2013, 11:55:23 am**

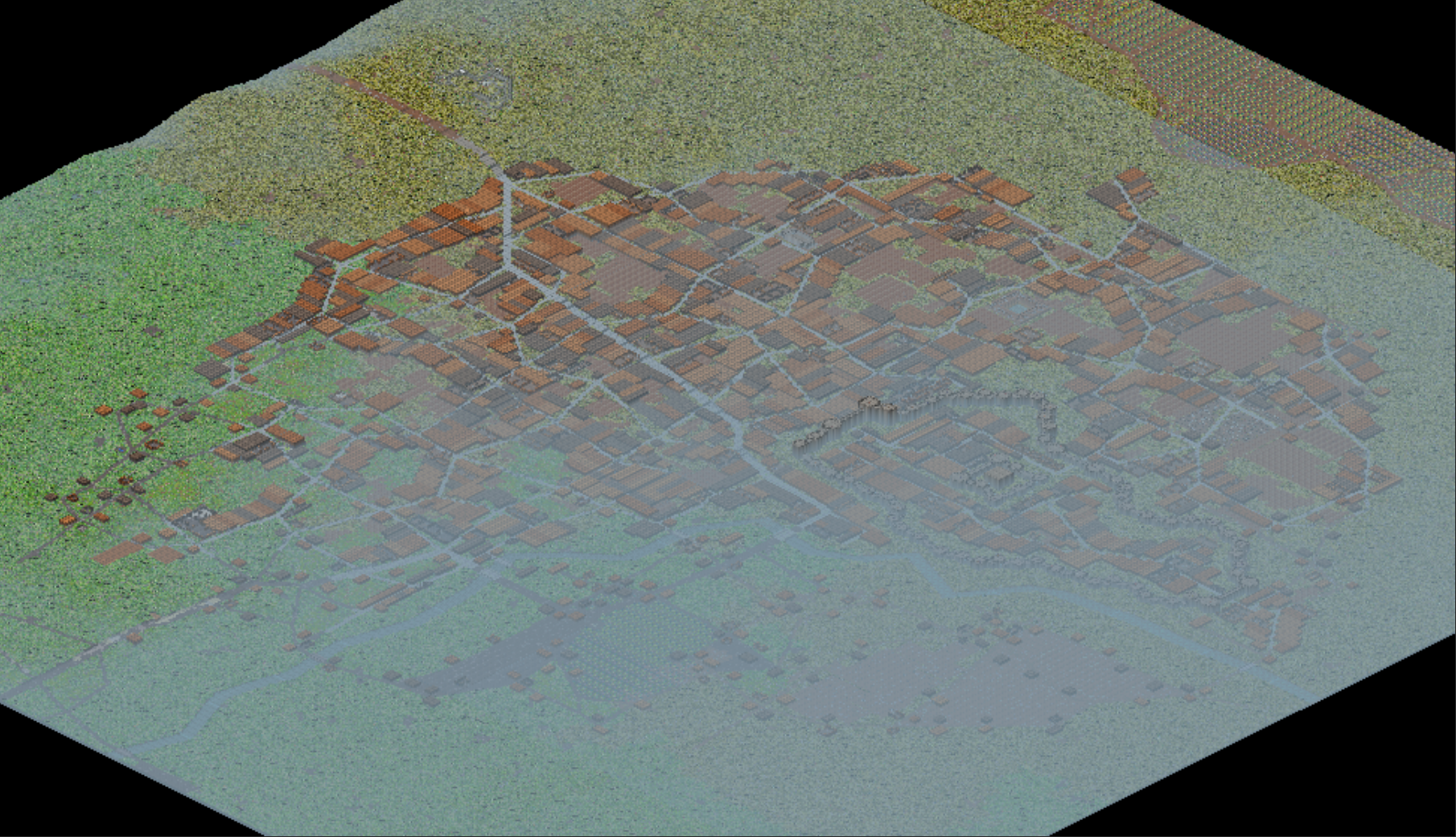
There were actually some folks who claimed to have crashing problems while trying to brew, among other issues people have had. It may not be wise to incorporate much of DFhack's adventure fort until they've figured out what's causing these issues.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 23, 2013, 03:02:43 am**

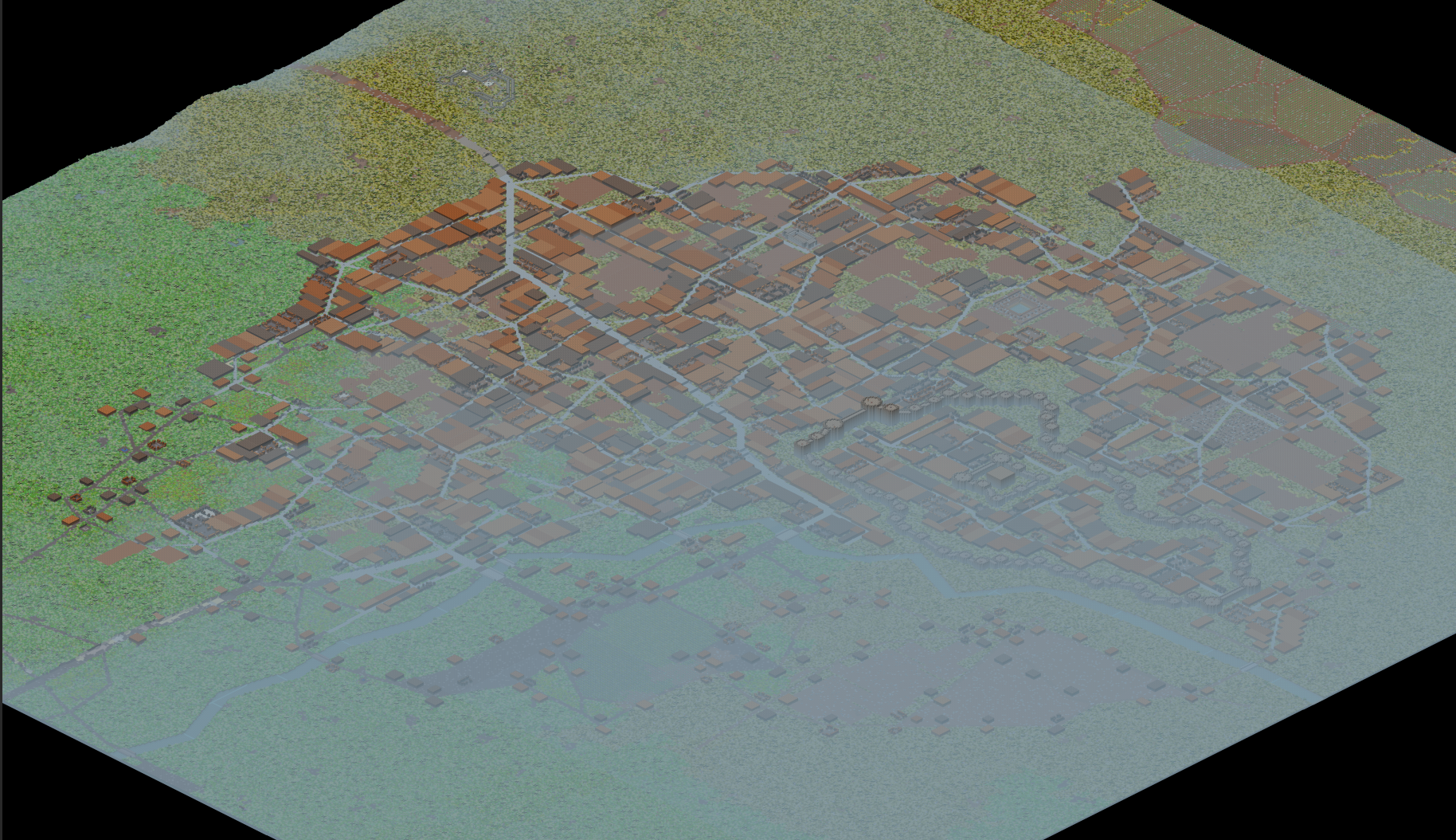
I had an interesting thought the other day after looking up vampire's lives in Legend mode: Vampires and were-creatures not made by being cursed were most likely to end up with vampirism after being bitten then escaping. So here's the thought: What if it's the action of being bitten and not the consumption of blood that's the more common manner of passing along that "curse"?

Title: **Re: The Dinnerwandered Gazeteer**
Post by: **Timeless Bob** on **March 23, 2013, 03:24:17 am**

Fort Sunkengem has grown a bit from 998 to 1101. So, I updated the isomaps to show this. It should be easy enough to update the Dinnerwandered/Sunkengem isomaps whenever they change, to show the city growing and changing as time passes.
As before, 20% sized map:
[Spoiler](#) (click to show/hide)



Full sized map:
[Spoiler](#) (click to show/hide)



I'm still working on the merchant and sewer/dungeon maps, as well as getting all the offerings catalogued but once that's done, new explorations and submissions should be easier to add in.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Atomic Chicken** on **March 23, 2013, 05:16:04 am**

Sorry about the delay but I haven't had much time to play this week. So far I have killed a few more vampires and begun my journey to the museum. I'll try to get the upload up by tonight if I can, though I'm afraid that it will be without updates.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 23, 2013, 05:42:22 am**

No problem, you can post the updates later.

I'm working on artwork for all the officially submitted museum pieces, I hope to upload that sometime this week.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **March 23, 2013, 01:57:02 pm**

Quote from: Timeless Bob on March 23, 2013, 03:02:43 am
I had an interesting thought the other day after looking up vampire's lives in Legend mode: Vampires and were-creatures not made by being cursed were most likely to end up with vampirism after being bitten then escaping. So here's the thought: What if it's the action of being bitten and not the consumption of blood that's the more common manner of passing along that "curse"?

For vampires being bitten has no effect. Even visible in the raws taken from a save, the only method to transfer the curse is to drink their blood. I can confirm that that nutter I murdered did not bite me, and that I became a vampire after drinking his blood.

However, for werecreatures being bitten is the only method to transfer the curse. Which usually results in the death of the adventurer in question, because the damn things won't let go!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 24, 2013, 12:59:46 am**

I do remember hunting down a were-scorpion in a game a couple months ago where the curse was transmitted via the tail stinger. What was interesting is that it slew the shit out of all but the most hardy of my crew, then stung each of them bam bam bam. It knocked them out of the fight - they ran off "in pain" and I was about to flee myself, when one of my companions turned into a were-scorpion himself and made short work of his maker before attacking me. I didn't last long - that armored carapace thing was TOUGH, and my companion was a much better fighter than the original "bone carver were scorpion". It hit me then - the curse was there to lure adventurers and fighters into range of the stinger, so that it could possess those with a greater chance of survival. Were-creatures are a type of DF evolutionary process! That had me floored for awhile, as the game finished cataloging my character's death. I eventually went back there with about 20 soldier types and all but one were slaughtered by the trio of were-scorpions in that cave.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Atomic Chicken** on **March 29, 2013, 08:19:27 am**

I'm terribly sorry for the long delay, but I *finally* managed to upload the save:
<http://www.mediafire.com/?mmtk80ao38khni6> (<http://www.mediafire.com/?mmtk80ao38khni6>)

- What I did, basically:
- 1.Killed a number of vampires.
 - 2.Became a vampire myself.
 - 3.Collected blood for others to become vampires.
 - 4.Killed a few more vampires .
 - 5.Journeyed to Dinnerwandered.

Sorry about the lack of narrative/boring turn, I simply did not have time this week.

I actually made it to museum in one piece (unlike my army of companions, who all died about 5 minutes into the journey, ripped apart by peregrine falcon women vombies whilst crossing evil lands).

My Submission: All the vampire blood we'll ever need.
(I REALLY hope it still works, it took me ages to lug it so far)

What would you like to pick up? (</> to view other pages)

- a - *marble table*
- b - llama wool bag
- c - . Ustres Crestedcomets's human blood laced with human blood [50]
- d - rope reed fiber bag
- e - . Ustres Crestedcomets's human blood laced with human blood [20]



Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **March 29, 2013, 10:12:43 am**

Vampire blood expiration date: 5th Sandstone 1101

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Paaaad** on **March 29, 2013, 12:26:32 pm**

Oh look! A visitor!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 29, 2013, 02:49:41 pm**

Quote from: Atomic Chicken on March 29, 2013, 08:19:27 am
I actually made it to museum in one piece (unlike my army of companions, who all died about 5 minutes into the journey, ripped apart by peregrine falcon women vombies whilst crossing evil lands).
My Submission: All the vampire blood we'll ever need.

That is an insane amount of blood, I just visited the museum with a quickly build character and we have:
A minecart (833 blood)
A cauldron (166 blood)
12 bags filled with blood (50 blood each)
Amazingly, with the exception of one bag, all that blood is from a single vampire...

The world is doomed.

Nevertheless, I will PM Pie maker that his turn has arrived.
Also, if you feel like it you can still upload stories about the last part of your journey. I enjoyed the first updates. Thanks for uploading!

Edit: Here's a picture of Thel hauling all that blood to the museum:

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **March 29, 2013, 09:10:43 pm**

Holy.
That is. The best image evers. It's just... He just LOOKS like an adventurer. Totally desensitized tot he fact that he's hauling a cauldron, a minecart, and several satchels filled to capacity with the blood of a vampire.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **March 29, 2013, 09:15:36 pm**

I like that image.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauc** on **March 29, 2013, 09:21:29 pm**

Quote from: Aseaheru on March 29, 2013, 09:15:36 pm
I like that image.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Atomic Chicken** on **March 30, 2013, 03:30:57 am**

[/quote]
Now that...that's beautiful. Although I always imagined him to be sitting inside the cauldron with his backpack stuffed with bags whilst riding in the minecart which is being pushed along by his ~~slaves~~ merry band of companions. (whilst in reality(?) everything was stuffed into his backpack, which had a surprisingly large capacity...)
I'm still not entirely sure how he managed to get all of that blood from 1 vampire though...
Oh, and the other bag was actually accidentally submitted. It is also vampire's blood, but I don't know if it works at all (was already a vampire when I got it).
Also, did you test it during your visit? Because, considering the bugs in this save, I'm not sure whether collected blood works, even if it worked as a pool.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **MrWillsauc** on **March 30, 2013, 03:32:28 am**

Bralbaard, you should do one of Feb :D

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **March 30, 2013, 08:24:56 am**

Quote from: Atomic Chicken on March 30, 2013, 03:30:57 am
Now that...that's beautiful. Although I always imagined him to be sitting inside the cauldron with his backpack stuffed with bags whilst riding in the minecart which is being pushed along by his ~~slaves~~ merry band of companions.

That could work though I guess he would have had to find alternate means to propel himself after his companions died.
This all results in a far more disturbing picture:

Quote from: Atomic Chicken on March 30, 2013, 03:30:57 am

I'm still not entirely sure how he managed to get rid of that blood from 1 vampire though...
Oh, and the other bag was actually accidentally submitted. It is also vampire's blood, but I don't know if it works at all (was already a vampire when I got it).

Also, did you test it during your visit? Because, considering the bugs in this save, I'm not sure whether collected blood works, even if it worked as a pool.

I did not test the vampire blood, I did not want to spoil anything for the next adventurers.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **March 30, 2013, 01:38:07 pm**

Alright, downloaded the save, will probably post the first update next Monday.
Nice drawings Bralbaard. :D

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 30, 2013, 02:56:22 pm**

I have to give my vote to the second picture. I was chortling for a full five minutes after seeing the glee on his face. I can just imagine him caroming down King's boulevard shouting, "Outta the way! Move it or lose it!" or some such.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 30, 2013, 03:00:42 pm**

Something interesting I found out - villagers count as "animals" that multiply when you have adventurers that settle at previously abandoned forts based in villages using "embark everywhere" then are reclaimed. The types of villagers genned are random, but each time there's a new population of "unnamed" villagers when I bring a new adventurer by. I wonder if this "bug" could be used to repopulate cities and whatnot in our game?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **March 30, 2013, 03:06:40 pm**

Hmmm... A cistern of vampire blood - sounds pretty dwarfy to me.
"And in here, we have the largest collection of active vampire blood in the world! It's said that this blood has been collected for centuries and deposited in the lake you see before you. If you'll just step this way, I'll ferry you across to the island where the next stop of our tour will take place: The Temple of Armok..."

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Aseaheru** on **March 30, 2013, 03:33:17 pm**

I LIKE THOSE IMAGES.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **March 30, 2013, 05:10:20 pm**

Quote from: Timeless Bob on March 30, 2013, 03:06:40 pm
Hmmm... A cistern of vampire blood - sounds pretty dwarfy to me.
"And in here, we have the largest collection of active vampire blood in the world! It's said that this blood has been collected for centuries and deposited in the lake you see before you. If you'll just step this way, I'll ferry you across to the island where the next stop of our tour will take place: The Temple of Armok..."

Ah, if only this were possible. Sadly, only water and magma are true liquids. But one day... One day I will have a blood moat. And woe befall any who dare oppose me.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Atomic Chicken** on **March 31, 2013, 10:07:15 am**

Quote from: Bralbaard on March 30, 2013, 08:24:56 am
Quote from: Atomic Chicken on March 30, 2013, 03:30:57 am
Now that...that's beautiful. Although I always imagined him to be sitting inside the cauldron with his backpack stuffed with bags whilst riding in the minecart which is being pushed along by his ~~slaves~~ merry band of companions.
That could work though I guess he would have had to find alternate means to propel himself after his companions died.
This all results in a far more disturbing picture:

Bralbaard, you just made my day! :D

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **April 01, 2013, 02:04:44 pm**

Ok, so the pool was originally just 6/7 water. If the vamp blood could somehow then pollute that water over and over via the "washing" thing that happens when you're swimming, everything around the water would be covered with blood residue at least, which would be the same thing in the end.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 01, 2013, 05:39:13 pm**

Introduction
Spoiler (click to show/hide)
My name is Nil Swifttoast. Once, I had been a common peasant, working in the plump helmet farms beneath the mountains to earn my daily barrel of ale. Life was good; the walls were strong and there was no shortage of food or drink. Despite this, I had grown tired of my monotonous way of life. It seemed to me that all I ever did was planted seeds and harvested crops all day, stopping only to eat, drink and sleep. I craved for something bigger than that- I craved for a life of excitement and adventure! I longed to see what lay beyond the dull walls of the fortress. Learning of my ambitions, my peers called me a fool, some mockingly compared me to the hated elves whilst others marked me off as insane. Eventually I made up my mind. I sold all that I had, bought myself an adventurer's kit, complete with a new steel sword and shield and set off with the earliest trade caravan I could join, eager to experience the new world.

Nil Subetzasgin
A short, sturdy creature fond of drink and industry.
He is average in size. His very long sideburns are braided. His very long moustache is arranged in double braids. His very long beard is neatly combed. His hair is clean-shaven. His brass eyes are close-set. His skin is pale chestnut.

Swordsdwarf
Above Average Strength
High Agility
Above Average Toughness
Above Average Endurance
Average Recuperation
Average Disease Resistance
Average Analytical Ability
Average Focus
Average Willpower
Very Low Creativity
Average Intuition
Very Low Patience
Very Low Memory
Very Low Linguistic Ability
Average Spatial Sense
Very Low Musicality
Average Kinesthetic Sense
Average Empathy
Average Social Awareness
Average-sized for a dwarf
Speed: 1027

A few years later

Part 1
Spoiler (click to show/hide)
25th of Slate, 1101



Mubocuro, "Mindfulring", Town
Jeha Sumost, "The Field of Brews"

Today, I finally reached Mindfulring, a small town of Omon Woge. I did not plan on settling there, me being a wandering dwarf and all, but nevertheless I decided to stop at a nearby inn to have a chat with the locals. There, I found a group of men huddled in a corner, whispering quickly to each other, each one with a fearful look etched upon his face. I heard one of them say something about a murder and blood, but, he stopped, having noticed me approaching them. The men glared suspiciously at me, when one of them noticed the sword strapped to my back. He must have taken me to be a warrior, for he turned upon me and told me about a vampire who had been preying on the village, asking me to slay it. I was taken aback, for, although I had served as a guard to trading caravans for some time, killing things was not my hobby. However, glancing at the fearful men, I accepted, more out of pity than valour.

I found the man they described in the town’s keep. I was surprised to find that the man was a priest, but I nevertheless spoke an ancient verse to reveal a vampire’s true identity, and so it was revealed. The vampire immediately murdered the nearest priest. Whilst he was busy cutting another poor man to pieces, I took five strides towards him and promptly cut him in half. Ah, steel. The sharpness of this sword sometimes surprises even me.

You slash The first treat vampire in the lower body with your steel short sword and the severed part sails off in an arc!
Idil Sesleleteng. Human Fisherman vampire has been struck down.

I reported my success to the men at the inn, and was about to continue on my way, when someone asked me to clear out the dungeons of a few shady characters that had found refuge there. I obliged, and found the dungeon infested with kobolds. The slaughter that followed actually served as a great source of experience for me! By the time I was done, I was already an accomplished swordsdwarf and skilled shield user.



Incidentally, one of the humans later asked me whether dwarves really are heartless. I left the answer up to him to decide.

26th of Slate 1101

The people back in Mindfulring actually asked me to clean out their sewers of vampires. Hah! I may be a dwarf, but, by Armok’s beard, there is no way I am going down there. If they want to kill those vampires so badly, they can send their own men down there. Or flood the tunnels with magma or make them cave in on themselves.

I left Mindfurling and travelled north, with no fixed destination in mind. Eventually, the sun started to set, so I made a beeline for the nearest town, Duskbeasts. I was too late.

You are surrounded by incessant cackling.

Now, dwarves are in no way possessed by fear of darkness. They live deep underground, with little to no natural light, so day and night mean little to a dwarf. Up in the Overlands however, the shift between day and night is far more noticeable. To a tired, wary adventurer, whose minds are constantly filled with pictures of terrifying beasts who would like nothing more than to tear the adventurer to shreds, the darkness is incredibly traumatic. Every shadow around you seems to take the form of your greatest fears. For an adventurer travelling alone, with no one to console him and tell him that the shadows are simply a figment of his overactive imagination, these shadow creatures become so real to him, that he actually believes that they are real and can hurt him. This is merely the work of a tired, scared brain and should be ignored.

Unless, of course, those shadows actually are actually punching you so hard that they break your toe, in which case you are facing bogeymen, the bane of young adventurers, and should run as fast and as far as you can. Which, of course, were precisely what I encountered on that dark, terrifying night. The shadows rose and shifted around me, moulding into shapes that resembled creatures form my worst nightmares. I ran, lashing out wildly whenever one of the shadows seemed to get to close to me. However, run as I might, I could never escape them. I feared for my life, and knew that once I stopped running it would be all over. Suddenly, I felt my mind sharpen and my senses heighten, adrenaline flowing through me. I had entered the legendary martial trance of dwarfkind, the final defense that kicks in when a dwarf finds himself surrounded and hopelessly outnumbered.

Swordsdwarf has entered a martial trance!

Grabbing my sword firmly, I slashed at the nearest bogeyman, severing his head right off. The shadow fell limply to the ground, and did not rise again. Then the realisation hit me. These were nothing more than physical beings, using fear against their prey. They could be killed. Laughing maniacally, I turned to face the horde, and sliced through each and every one of them, using my heightened senses to accurately sever off their heads. Eventually, the cackling stopped completely and I left the trance. The bogeymen were dead.

You slash The Bogeyman in the head with your steel short sword and the severed part sails off in an arc!
The Bogeyman has been struck down.
You slash The Bogeyman in the head with your steel short sword and the severed part sails off in an arc!
The Bogeyman has been struck down.
The Bogeyman attacks You but You jump away!
The Bogeyman mutilated corpse strikes The Bogeyman in the right lower leg, fracturing the bone!
The Bogeyman slams into an obstacle!
The Bogeyman's lower body takes the full force of the impact, bruising the skin!
The Bogeyman's upper body takes the full force of the impact, bruising the skin!
You slash The Bogeyman in the head with your steel short sword and the severed part sails off in an arc!
The Bogeyman has been struck down.
You slash The Bogeyman in the head with your steel short sword and the severed part sails off in an arc!
The Bogeyman has been struck down.
The Bogeyman attacks You but You jump away!
You slash The Bogeyman in the head with your steel short sword and the severed part sails off in an arc!
You slash The Bogeyman in the head from behind with your steel short sword and the severed part sails off in an arc!
The Bogeyman has been struck down.
The cackling fades away.

I continued walking towards town, and slept through the rest of the night in the first inn I found.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 02, 2013, 03:22:07 pm**

Bogeyman.. my adventurers usually do very poorly against them, so I never travel at night. Seems like you started quite close to the museum, that's good news

Quote from: Timeless Bob on March 30, 2013, 03:00:42 pm
Something interesting I found out - villagers count as "animals" that multiply when you have adventurers that settle at previously abandoned forts based in villages using "embark everywhere" then are reclaimed. The types of villagers genned are random, but each time there's a new population of "unnamed" villagers when I bring a new adventurer by. I wonder if this "bug" could be used to repopulate cities and whatnot in our game?

Interesting.. I wonder if those are really new citizens or if they are drawn from the civilisations existing pool of citizens. I know there are several maps around where people have civs close to extinction, this could be tested on such a map. If this works it could be used on dwarven civilisations,their populations will have decreased by quite a bit because of all the fortresses we have build. I do not know if we really have any civs close to extinction though..

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **notquitethere** on **April 02, 2013, 07:23:20 pm**

An enterprising ~~murderer~~ adventurer could make a civilisation close to extinction...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Trungdle** on **April 03, 2013, 06:05:08 am**

11 p.m. Had nothing to do and went to the internet. Visited Toady's blog and found out about the Map making site. Seen a post there with link to this thread. It's 5:58 AM now, and the feeling when I reached the last page and realized that there was nothing left to read was unexplainable. I dont want to join since I know that I am suck at game playing but the story is just thrilling and addicting.
Thank you guys for all of the glorious adventures.
Thank for all the efforts that have been made.
I cried at some parts. No joke.
Now I need some sleep.
P/s: made an account just to say that. value my world. *burning devil eyes revealed*

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **zoeyglass** on **April 03, 2013, 10:11:09 am**

Can't say it better than the poster above. PTW, thank you all so very much.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 03, 2013, 02:56:53 pm**

Quote from: notquitethere on April 02, 2013, 07:23:20 pm
An enterprising ~~murderer~~ adventurer could make a civilisation close to extinction...

From what I understand from the current state of the game he couldn't. (Non historical) citizens are simply respawned after the adventurer returns to the same site, even after he killed them.

I have however heard of players making their parent civilisation go extinct during fortress mode play, after too many migrants were lost to whatever fortresses lose citizens to. I don't know how it works exactly, but it can happen, and the fortress it happens to won't receive any other migrants. Birth would be the only method for population growth.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Vgray** on **April 03, 2013, 03:18:15 pm**

Really? I thought it just went back to pulling non-historical migrants out of thin air...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 03, 2013, 03:31:12 pm**

searches
This post amongst others clearly states this, sadly I don't have any hard data to support it except for others saying it is possible.
<http://www.bay12forums.com/smf/index.php?topic=52208.msg2872616#msg2872616>

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 03, 2013, 03:51:39 pm**

Part 2
Spoiler (click to show/hide)
27th of Slate
Before leaving Duskbeasts, I chatted with the locals telling them my story. Impressed, they bestowed upon me the title "the Colourless Complexities."

Amongst the listeners was an old siege operator called Esmi Froggulf. He pulled me aside and begged me to let him join me, telling me about the days when he also wandered the wilds. Seeing no reason to let down the man's wish, I accepted. I had obtained my first companion.

Swordsdwarf: You look like a mighty warrior indeed.
Emsi Ihhiaggung, Human Siege Operator: I have wandered the wilds for one of my years.
Emsi Ihhiaggung, Human Siege Operator: I have taken down one honey badger while stalking Blushrakes.
Emsi Ihhiaggung, Human Siege Operator: I’ve always dreamed of seeing far-away places.
Swordsdwarf: Join me on my adventures!
Emsi Ihhiaggung, Human Siege Operator: I’ve always wanted to travel the world. Let us be off!

I pondered on where I should go next. Esmi suggested that we go visit a museum that had opened in Dinnerwandered. Agreeing that it seemed like a good idea, we decided to set off immediately.

Nothing especially interesting happened along the way, except that we recruited a crossbowman called Thina and got ambushed by dinner a cheetah.

We arrived at Dinnerwandered in the evening. The place seemed to be nearly abandoned and was mostly falling to ruin. The museum, however was still in pretty good shape. As we entered, we were greeted by a hammerman. The guard showed us around the place, explaining each exhibit’s story. He told us that anyone was allowed to submit significant items to the museum. There and then I decided that I would venture out into the world again to find an object worthy of display in this museum. On our way out, I picked up a book that had caught my eye. It was titled “Immortality in the time of my Ancestors.” I opened it and began reading.

The tome was filled with strange glyphs that I had never seen before. They twisted and changed shape perpetually, taking on a new meaning every time. I watched, entranced by the shifting shapes. Knowledge seemed to seep into me from the book, although I could not possibly have been able to understand the writing. In the space of a second, I discovered my purpose in the universe and the secrets of life and death. I discovered that I need not sustain myself with food or drink, or waste my life in slumber. Even the ale that had once been so precious me was unnecessary now.

The written portion consists of a 28 page guide entitled Immortality in the Time of My Ancestors, authored by Rorec Helmstrick. It concerns the secrets of life and death.

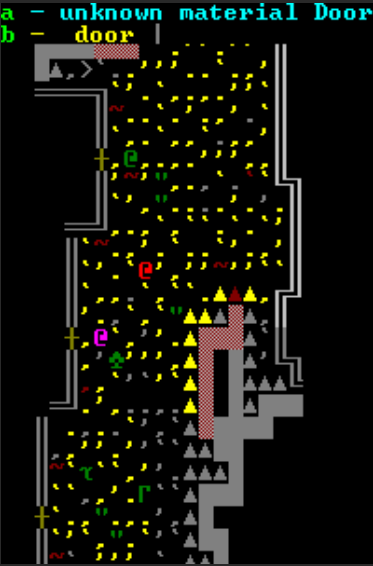
You have learned the power "Animate corpse"!

I left the museum that day a different dwarf.

30th of Slate



I have been travelling east, towards the mountains, with the hope that I will finally be able to find armour that fits me. Today, I reached the town of Ruthlessmob. It was completely abandoned, save for a few goblins in the dungeons, which I slaughtered. The strangest thing about this place, however was not the fact that it was devoid of life, but the architecture of the houses, which were constructed of smooth shale and whose doors were made of a material that I could not identify. Something was amiss-despite taking the appearance of a human town, this was definitely not human architecture...and since when do humans build in evil regions? No, this was the work of goblins, I am sure of it.



1st of Felcite

We were ambushed by a small band of goblins today. Both of my companions were harmed, but I survived without a scratch.



After the battle, I noticed a terrible creature glaring at me in the distance. It was an elephant, sworn enemy of all dwarves! I charged at it, as is decreed in the code of honour of all dwarves, and, after a glorious battle, slaughtered it. I then butchered it and kept its skull.

You stab The Elephant in the head with your steel short sword, tearing the muscle, fracturing the skull and tearing the brain!
A tendon in the skull has been torn!
The Elephant has been knocked unconscious!
The steel short sword has lodged firmly in the wound!
The Elephant has been struck down.

Later that day, we were ambushed by the Poisoned floods, another band of goblins. In the ensuing battle, we killed their chieftess. Unfortunately,

Thina, the Crossbowman did not make it out alive.
You slash The chieftess in the head with your steel short sword, tearing apart the muscle, shattering the skull and tearing apart the brain!
An artery has been opened by the attack!
A tendon in the skull has been torn!
Atu Gozrutello, Goblin Pikeman has been struck down.

Part 3-The Exploration of Islandpaddle

[Spoiler](#) (click to show/hide)

2nd of Felsite

I made it to the Islandpaddle, a dwarven fortress built over a volcano. After some searching, I found an old wagon, still containing several items such as anvils and medical supplies. I had a bad feeling that this fortress had not lasted long.



I finally found the entrance.



Was greeted by a human zombie, who ignored me but made straight for Esmi. For Esmi's sake, I struck down vombie. Fearing that necromancy was abound in this place, I grabbed the corpse and threw it straight into the lava, where it sank and boiled.



I explored the rest of the fort, but to my disappointment, there was actually very little to see. Unless there was a secret entrance that I missed, the fort merely consisted of a single z-level, with the food production zone based in the south section, and a single magma kiln near the volcano, with a mechanic's workshop nearby.





There was also a most curious gabbro bridge suspended over lava with a lever next to it. My first guess is that it served as a form of garbage disposal, most likely for corpses if necromancers had invaded. However, when I pulled the lever, nothing happened. Or at least nothing that I could observe...



Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **April 03, 2013, 04:17:03 pm**

I remember that place. I once reclaimed it whilst playing around with the save. My dorfs didn't last long. :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **TheFlame52** on **April 03, 2013, 07:57:33 pm**

You are so screwed, becoming a necromancer so soon. Haven't you read the exploits of the other adventurers?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **April 03, 2013, 09:24:11 pm**

Actually, I did a bit of testing with a few adventurers. Necromancy does NOT stop attribute growth. Even when I was playing my turn for the museum, the day and a half that I spent swimming still improved my strength and agility.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **April 03, 2013, 10:44:34 pm**

According to raw exports they DO have the "NO_PHYS_ATT_GAIN:NO_PHYS_ATT_RUST" line in their definition. If you're still gaining attributes, then that's a bug.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 04, 2013, 01:51:48 am**

Indeed, I am still gaining attributes (and I once had an adventurer whose attributes I maxed out after becoming a necromacer). But that doesn't matter anymore. My adventure so far has been a huge success. I am now invincible, or at least the closest I'll ever be to invincibility. I'll post the update later today.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 04, 2013, 12:55:54 pm**

Part 4:Goblins
Spoiler (click to show/hide)
3rd of Felsite 1101

Reached the hamlet of Jackflinger this morning but we found it completely abandoned with each house in ruins, fields overgrown with weeds and not a soul in sight.

Travelled southeast and reched a hamlet called "Rootedmonsters"

I was shocked to find it inhabited by goblins, and what's more....they were *friendly* goblins, at least in the sense that they did not attempt to kill me on sight. However, they refused to speak to me when I attempted to start a conversation with them, and continued glaring at me instead.

Talking to the Goblin Herbalist

You begin a conversation with the Goblin Herbalist.
Dwarf Swordmaster necromancer: Greetings. My name is Nil Swifttoast the Colorless Complexity.
Goblin Herbalist: Don't talk to me.

The houses resembled those in Ruthlessmob, with smooth shale walls and doors made of an unkown material.



However the goblins suddenly decided that they were tired of our prescence, and struck Emsi as we were about to leave, killing him.

The Goblin Woodcrafter punches The Human Siege Operator in the head with his right hand, bruising the muscle, jamming the skull through the brain and tearing the brain!

The Human Siege Operator has been knocked unconscious!
Emsi Ihhiaggung, Human Siege Operator has been struck down.

I watched, stricken with grief, as the lifeless body of my closest ally, fell to the ground. A sudden rage took over me, and I began slashing my sword around like a madman, felling goblins everywhere. It was only when every goblin in the room was dead, that I knelt beside Emsi, in respect to the warrior. Strange letters suddenly sprang into my mind. They were the twisted, ever-changing glyphs from the book of life and death. They began to form strings of words, then strange incomprehensible sentences that I found myself chanting, almost involuntarily. With a sudden gesture from my right hand, Emsi's corpse suddenly shuddered, and rose. I watched as the undead man turned towards me, his expressionless eyes staring back at me from the abyss.

You gesture!
The Emsi Ihhiaggung's mutilated corpse shudders and begins to move!

Under my command, we slaughtered every goblin we could find in the accursed hamlet. It was a sight to behold, limbs flying everywhere, and skulls being crushed under my elephant skull. Such was the carnage, that when Emsi fell, I could not find him amongst the piles of corpses.

You strike The Goblin Farmer in the head with your elephant skull, bruising the muscle, jamming the skull through the brain and tearing apart the brain!

The Goblin Farmer has been knocked unconscious!
The elephant skull has lodged firmly in the wound!
Goblin Farmer has been struck down.

4th of Felsite 1101

After the slaughter, I travelled south, and came upon Belldishes, the strangest human fortress I have ever seen, in shape.



It was, as all the other fortresses had been, abandoned, or so I thought. I was just about to leave when I heard muffled voices coming from the dungeons. Upon further inspection, I found two goblin prisoners locked inside.



They begged me to free them, and, pitying the starving creatures, I did. They now travel with me as my new companions.

Talking to the Goblin Prisoner Nako Ngosmbosa, Prisoner: Hello, dwarf. I am Nako Coildungeon.
Nako Ngosmbosa, Prisoner: Don't travel alone at night, or the bogeyman will get you.
Dwarf Swordmaster necromancer: Tell me about your family.
Nako Ngosmbosa, Prisoner: I have no family to speak of.
Dwarf Swordmaster necromancer: You look like a mighty warrior indeed.
Nako Ngosmbosa, Prisoner: I am a prisoner of The Dear Empire.
Nako Ngosmbosa, Prisoner: I was once a mason.
Nako Ngosmbosa, Prisoner: Please help me to escape from this place.
Dwarf Swordmaster necromancer: Join me on my adventures!
Nako Ngosmbosa, Prisoner: Take me away from here.

You begin a conversation with the Goblin Prisoner Em Snamozsluro.
Dwarf Swordmaster necromancer: Hello Em.
Em Snamozsluro, Prisoner: It is good to see you.
Dwarf Swordmaster necromancer: You look like a mighty warrior indeed.
Em Snamozsluro, Prisoner: I am a prisoner of The Dear Empire.
Em Snamozsluro, Prisoner: I was a animal caretaker for two hundred forty-two of the years of my life.
Em Snamozsluro, Prisoner: Please help me to escape from this place.
Dwarf Swordmaster necromancer: Join me on my adventures!
Em Snamozsluro, Prisoner: Take me away from here.

-Later that day-

I have been travelling north, with the intent of returning to Dinnerwandered, having found no armour suitable for me on this side of the country. One of the goblin prisoners was killed by a zombie giant hyena along the way. Some time later, the other goblin was killed by a herd of zombie impala men. Poor thing.

Part 5:A Strange Encounter

[Spoiler](#) (click to show/hide)

5th of Felsite 1101

Something incredible and horrific has just happened. I was simply walking towards the Sable Pits, a known lair, to sleep there for the night, when suddenly:

The Black Fiend breathes fire!
The Em Snamozsluro's corpse is caught in a cloud of flames!
The Black Fiend breathes fire!
The Em Snamozsluro's corpse is caught in a cloud of flames!
The Black Fiend breathes fire!
The Barn Owl Corpse is caught in a cloud of flames!
The Black Fiend breathes fire!
The Barn Owl Corpse is caught in a cloud of flames!

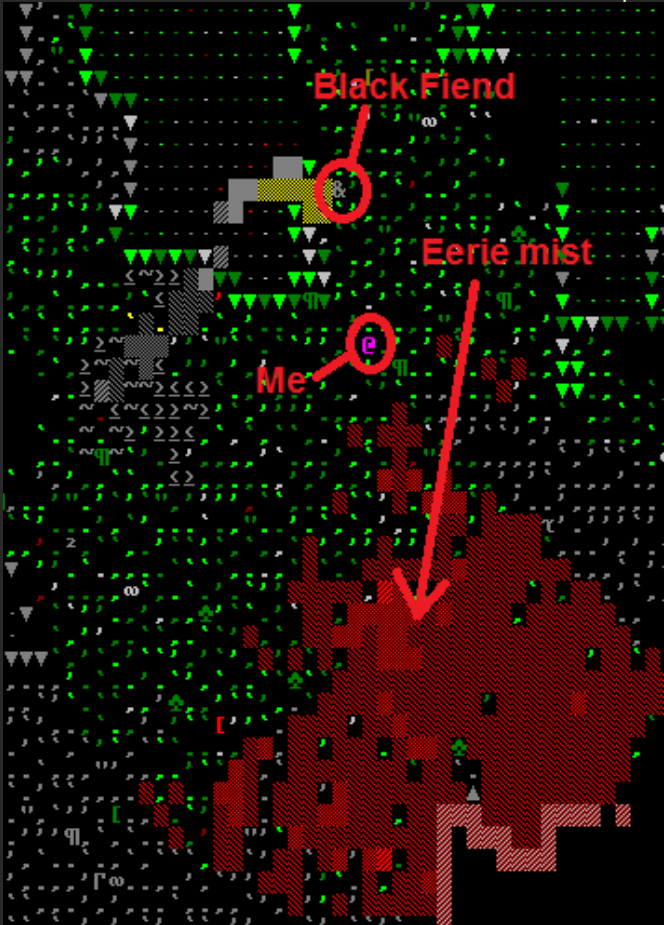
The demon began throwing fireballs everywhere, setting the world ablaze. As he was busy killing a zombie barn owl, I ran for my life. The black fiend killed the undead owl and began moving swiftly towards me.

Gusmulosnun

A great eyeless stag beetle. It has three long, curving horns and it has a bloated body. Its black exoskeleton is sleek and smooth. Beware its fire!

She is scrawny.

An eerie mist suddenly enveloped me. Then and there, I felt myself die. Yet, I did not leave. I was still there, an empty shell of a dwarf, staring at the terrifying demon approaching me. Then, the twisting glyphs appeared in my mind's eye. I, as a necromancer, had already animated and controlled several dead creatures. What was to stop me from controlling myself? A husk I had become, yet I was not completely mindless.



I turned towards the fiend, and it immediately kicked me and broke my legs. I, now one of the walking dead, felt no pain and simply stood up again. Grabbing the hilt of my sword, I slashed one of the black fiend's legs, tearing what I took to be a ligament, and, realising it was organic, stabbed it in the head. I shall remember the horrifying screams that came from the demon as he fell for the rest of my life.



OOC:Ok, so I have no idea what just happened. I was just walking towards the lair when I suddenly noticed that message about a Black Fiend launching fireballs and then I saw him. Most probably a bug of some sort, or just a huge piece of luck. It's probably a bug though. No fortresses nearby, so it can't be that either. This calls for an investigation in Legends Mode. Oh, and in other news I have also become a near-invincible thrall/husk (not sure which, though I've picked a husk for the narrative). If anyone wants to investigate the matter further/become invincible, this is the exact location where everything happened:



Part 6:The Journey Back
Spoiler (click to show/hide)

6th of Felsite

On my way back to Dinnerwandered, I visited Healedhailed and Graspingflew, two bandit camps in the Systematic desert. In both cases, I was given a heart-warming greeting by several human bandits. I repaid the favour accordingly.

7th of Felsite

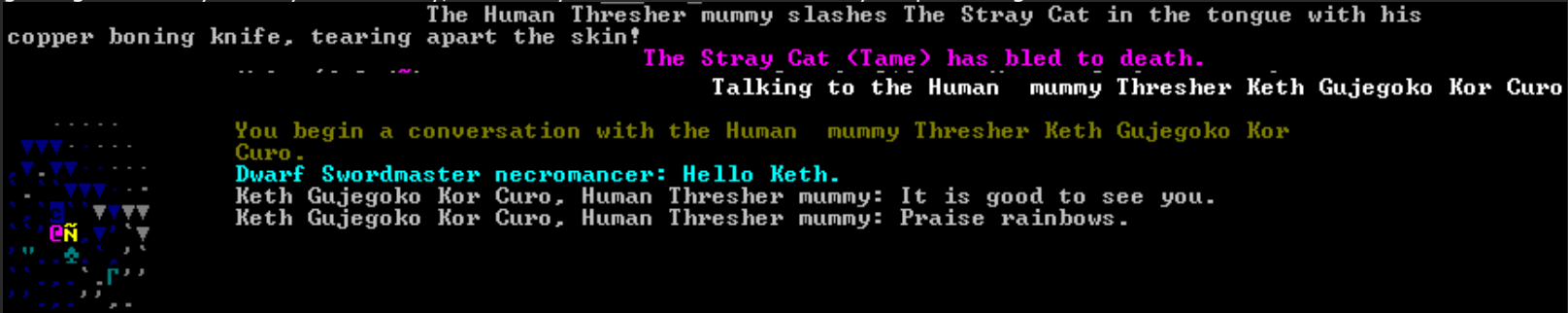
I finally reached Dinnerwandered, under the cover of night, so as not to alarm the locals. Everyone I met so far seems to want to kill me, which is understandable, considering my current form. Nevertheless, the guards were asleep, so I had no problem accessing the museum.

As I stepped into the museum for the second time, I realised that I had not yet obtained anything great enough to submit. As I looked through the exhibits and read their stories, a sudden idea came to me. No one had descended into the caverns yet. Looking through my maps, I noticed a nearby cave called Charmedechoes. Tomorrow, I shall descend to the caverns, in search of glory.



Methilasanene, "Charmedechoes", Cave
Jeha Sumost, "The Field of Brews"

Bonus:In my attempt to get out of town without fast travelling (as I am now an enemy of all living creatures, including humans), I found myself getting chased by a stray cat. Luckily, a friendly human thresher mummy helped me get rid of it.



Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 04, 2013, 04:33:05 pm**

Quote from: Pie Maker on April 04, 2013, 12:55:54 pm

The demon began throwing fireballs everywhere, setting the world ablaze. As he was busy killing a zombie barn owl, I ran for my life. The black fiend killed the undead owl and began moving swiftly towards me.
An eerie mist suddenly enveloped me. Then and there, I felt myself die.

That has to be the most dramatic scene in the game so far, I had to try and draw that:

Also the part where the mummy kills a cat then wants to talk to you about rainbows is... disturbing. Was that nyan cat by any chance?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **April 04, 2013, 05:07:17 pm**

One of the mummies I raised was a thresher. Wonder if that's the same one, and if so what the hell is he doing on this side of the world?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 05, 2013, 01:42:23 am**

The mummy that killed me, and later, NAV, at the tomb of heroes also was a tresher named Keth. He seems to have gained a title now..

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 05, 2013, 11:55:51 am**

So can a husk retire? Also where did the battle against the demon occur? I can't read ascii so if someone could show where it happened on the world map I would love to go there and become a husk.

Quote from: Eric Blank on April 04, 2013, 05:07:17 pm

One of the mummies I raised was a thresher. Wonder if that's the same one, and if so what the hell is he doing on this side of the world?

I feel at this point we have started bugging adventure mode due to the massive filesize. This is amusing. Either way the narrative is great.

My turn which is coming next I will be much more descriptive than my second... I was short on time and was very busy so I just did it fast as I could.

Quote from: Bralbaard on April 04, 2013, 04:33:05 pm

Quote from: Pie Maker on April 04, 2013, 12:55:54 pm

The demon began throwing fireballs everywhere, setting the world ablaze. As he was busy killing a zombie barn owl, I ran for my life. The black fiend killed the undead owl and began moving swiftly towards me.
An eerie mist suddenly enveloped me. Then and there, I felt myself die.

That has to be the most dramatic scene in the game so far, I had to try and draw that:

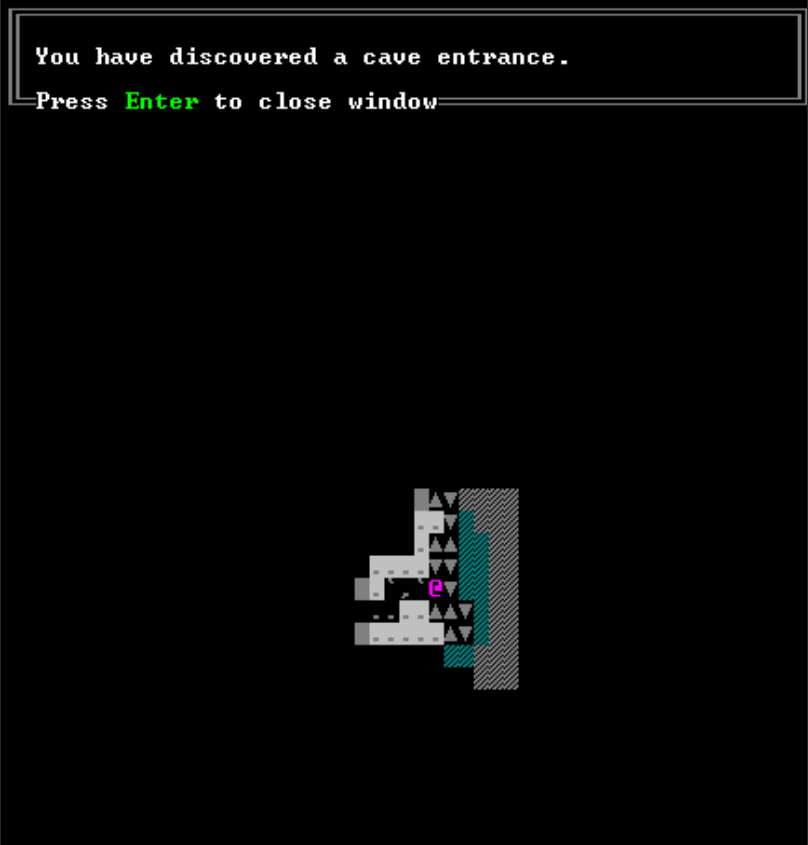
SNIP

Also the part where the mummy kills a cat then wants to talk to you about rainbows is... disturbing. Was that nyan cat by any chance?

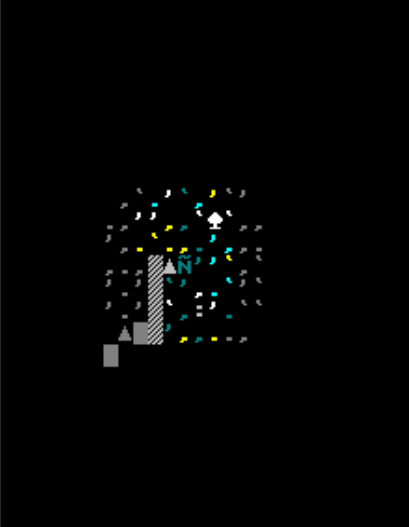
I posted your image to /r/dwarffortress I credited you and linked to the museum. I hope you don't mind.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 05, 2013, 12:23:20 pm**

8th of Felsite 1101
I have found the cave entrance, a foreboding hollow rock atop the Field of Brews. Caverns, here I come!
Spoiler (click to show/hide)



-Date Unknown-
The 1st Cavern
[Spoiler](#) (click to show/hide)



I have lost track of time since I entered the caverns. It is dark in here, and every passage seems to look the same as the other. BAH! I have grown too used to the overlands and the sun. It is time to adapt myself to life underground once more. Nevertheless, I have taken the habit of dropping a single coin every few paces to form a trail I'll be able to follow if ever I get lost.
(OOC:My plan is to make it down to the third cavern level and scout the area around my current map tile as it appears in the regional adventurer's map. The average player probably knows what I'm looking for).

It feels like weeks have passed since my last entry. I am thankful that I no longer need food to sustain myself, for I have not met a single living creature yet, unless you count the vermin. Speaking of vermin, I have caught myself a beetle. Since I entered these caverns alone, it shall be my sole companion in the coming days.
t - . live beetle

I have finally discovered what my beard tells me is a downward passage to the next cavern. Down we go!



The 2nd Cavern
[Spoiler](#) (click to show/hide)



My beard was right! I have discovered a second cavern deep below the first. This cavern is completely dry, I have seen no water so far and there isn't even any cave moss growing here. I have a feeling that I won't find any wildlife on this level either..

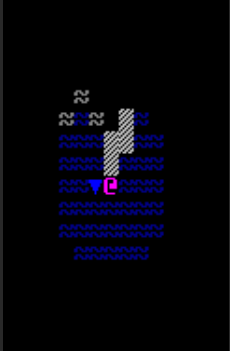
I may not have found any creatures, but I did finally find a second downward passage. Descending now.



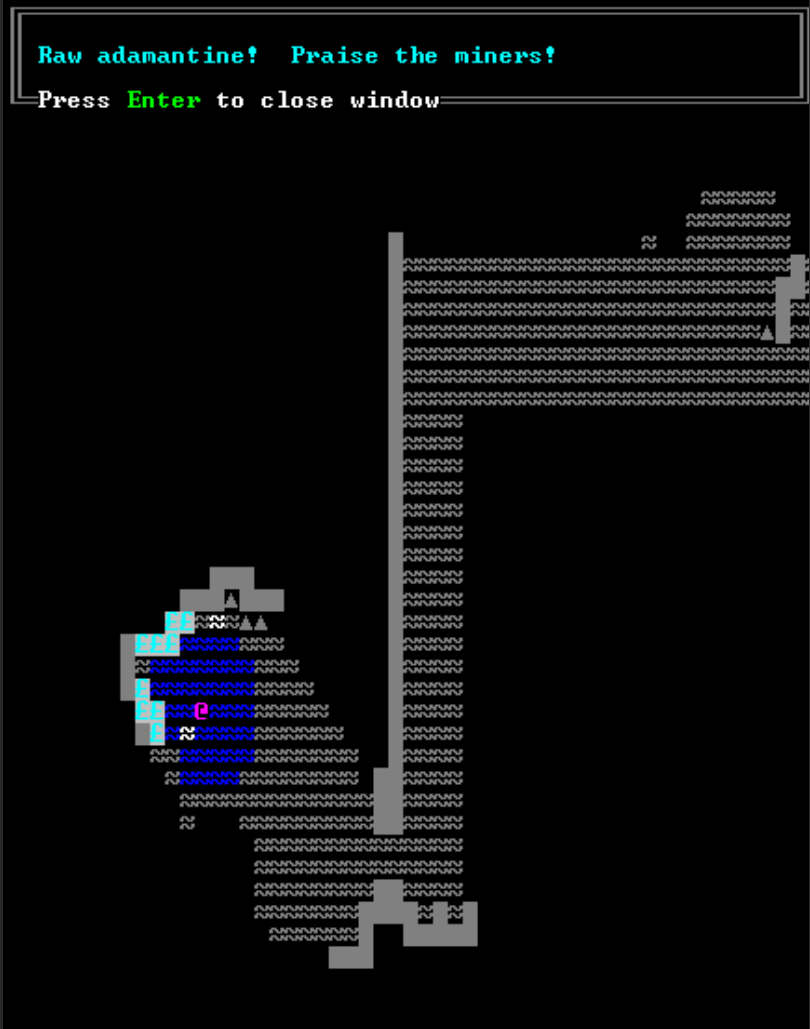
The 3rd Cavern

Spoiler: [WARNING:CONTAINS HFS SPOILERS](#) (click to show/hide)

The passage led me down to the 3rd cavern, straight into a lake. But that's not a problem; I don't breathe any more.



I had only swum a small distance, when I came upon a beautiful sight:
A raw adamantine spire! No doubt a gift from Armok himself! Now if only I had brought a pickaxe with me...

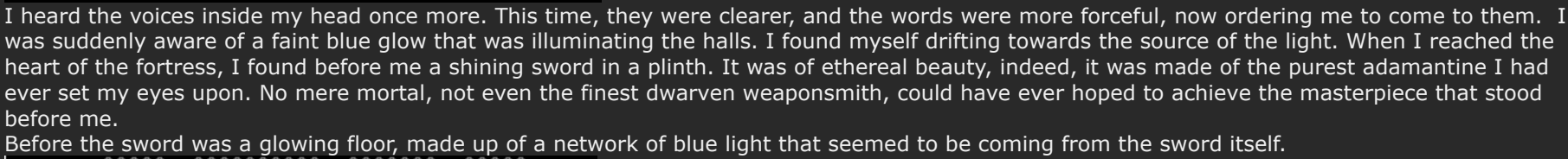


I spent a few days (or so it seemed) trying to break the raw adamantine with my bare hands and beard. No luck, unfortunately. I shall be moving on now.

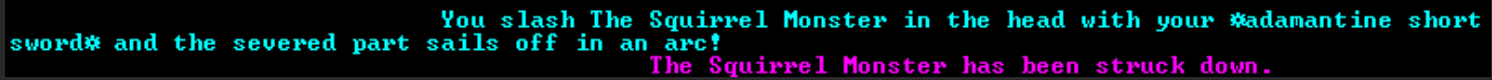
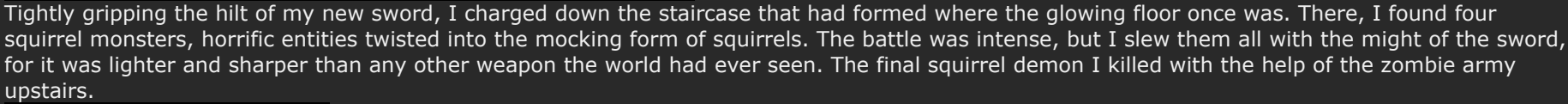
Strange voices keep speaking inside my head. Calling me. Telling me to come to them. Pulling me nearer and nearer...

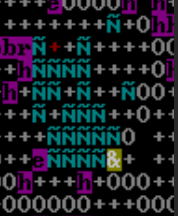


I finally found it. Everything makes sense now. The book, the thrall curse, the voices. Indeed, I was born to visit this place. There I was, exploring the third cavern, when a most curious sight met my eyes. An underground fortress, composed completely of a smooth grey stone, the likes of which I had never seen before. The halls were filled completely with undead creatures; echidnas, hungry heads, beavers, armadillos, large rats. As I passed by them, they each turned their head towards me, whispering. I found that I could understand them. They were guardians. Of what? They did not tell me.



For a second, there was nothing but silence. Then, the glowing floor faded, and all hell broke loose. Literally. The ancient walls of the fortress shook as horrific screams shuddered through it, the room filling with a fierce red light.





Seeing my chance, I ran and escaped from the fortress. Stealing a sword was one thing, storming hell was another. Turning my back to the slade walls, I entered the darkness once again. It was time to return to the overlands.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Spish** on **April 05, 2013, 01:02:21 pm**

Quote from: Kromgar on April 05, 2013, 11:55:51 am
So can a husk retire?

It is quite possible to retire a live husk adventurer, if you use DFhack. "Adv-bodyswap force permanent" (dfusion works better for non-historicals) with a random creature then commit suicide. Assuming you left him in a lair, bandit camp, shrine or something, you'll be able to find him when you come to visit, and you can even pick him from the adventure-start screen.

Incidentally, this can be used to retire normal adventurers in weird places like ruined cities or necromancer towers.

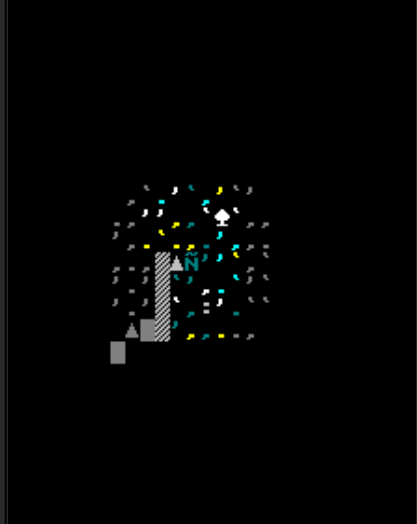
Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 05, 2013, 01:26:40 pm**

Quote from: Pie Maker on April 05, 2013, 12:23:20 pm

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Spoiler (click to show/hide)



-Date Unknown-
The 1st Cavern
Spoiler (click to show/hide)



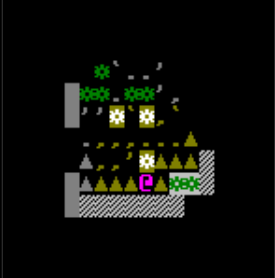
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The 2nd Cavern
[Spoiler \(click to show/hide\)](#)



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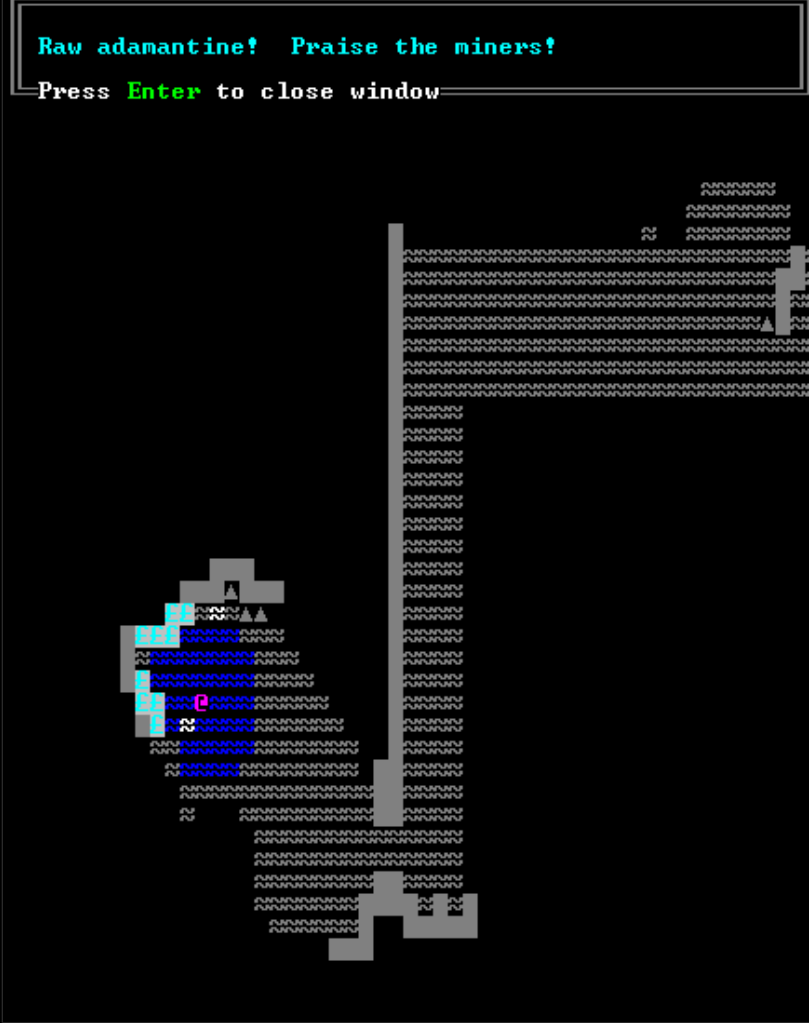
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The 3rd Cavern
[Spoiler: WARNING:CONTAINS HFS SPOILERS \(click to show/hide\)](#)
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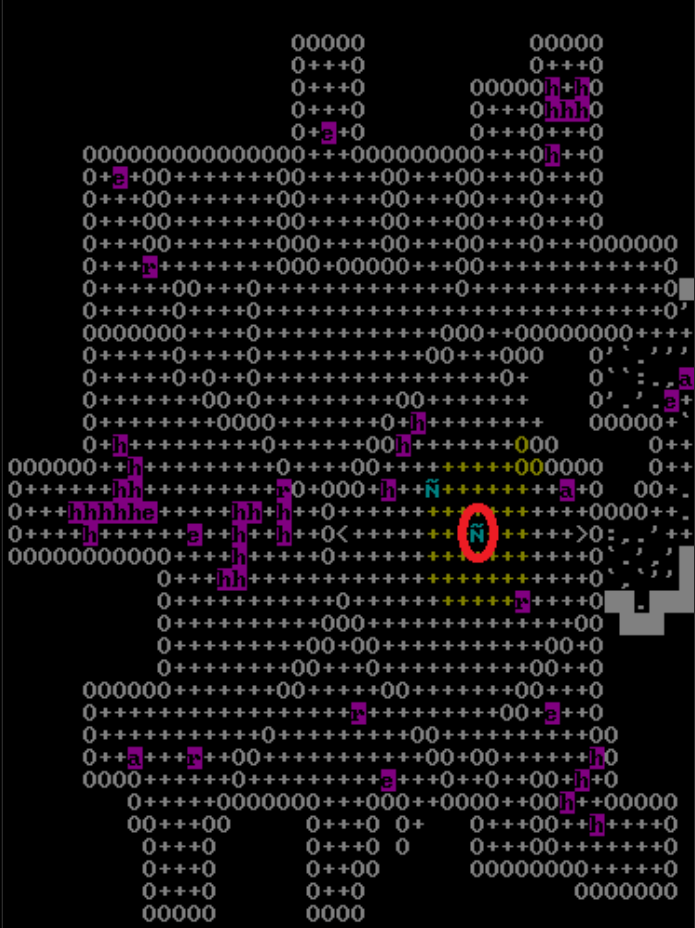


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I heard the voices inside my head once more. This time, they were clearer, and the words were more forceful, now ordering me to come to them. I was suddenly aware of a faint blue glow that was illuminating the halls. I found myself drifting towards the source of the light. When I reached the heart of the fortress, I found before me a shining sword in a plinth. It was of ethereal beauty, indeed, it was made of the purest adamantine I had ever set my eyes upon. No mere mortal, not even the finest dwarven weaponsmith, could have ever hoped to achieve the masterpiece that stood before me.
Before the sword was a glowing floor, made up of a network of blue light that seemed to be coming from the sword itself.

a - Upright *adamantine short sword*
b - *adamantine short sword*

This is a masterful adamantine short sword created by an unknown artisan.

For a second, there was nothing but silence. Then, the glowing floor faded, and all hell broke loose. Literally. The ancient walls of the fortress shook as horrific screams shuddered through it, the room filling with a fierce red light.

Press **Enter** to close window

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+++++N~+0h
brN~+~N++++00
+hNNNN+++++0l
-hN~N+N~N~00
+N~NNN~N~+0+
++N~NNNN~0
+eNNNN&+
0h+++h+000
000000+++++00

You sir are legendary

Oh, Armok... Now you've freed demons. Once they finally get to the overworld, they'll have a chance to appear ANYWHERE.

This will be the greatest submission yet. Bravo.

This adventurer is effectively a lich, and even the story of getting husked is crazy. If it isn't a bug, then that thing must be a titan. It has a name so that seems reasonable. Someone needs to check the legends though.

I've found dark fortresses twice in adventurer mode. The first, I died to a horde of undead crundles after stepping a single tile inside. The second, I yanked an adamantite scimitar and descended into Hell, where a scorpion demon stung me in the head and killed me instantly. On the bright side, I got to witness one of the most amusing things I've seen in Dwarf Fortress: a demon dodging its own deadly dust and falling into an eerie pit.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 06, 2013, 03:30:52 am**

I'm glad you all like the story so far.
My next target: Tongspace
Quote from: Timeless Bob on April 05, 2013, 02:27:34 pm
Oh, Armok... Now you've freed demons. Once they finally get to the overworld, they'll have a chance to appear ANYWHERE.
Really? I've never heard of that before...isn't it supposed to happen in the next release?
Nevertheless, if this is true, it fills me with happiness. :)

Also, I checked and it appears that for some reason I can still retire normally in Dinnerwandered. I guess that I am not considered an actual enemy to the civilisation yet (I have killed no civilisation member so far).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 06, 2013, 10:29:59 am**

Quote from: Pie Maker on April 06, 2013, 03:30:52 am
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Also, I checked and it appears that for some reason I can still retire normally in Dinnerwandered. I guess that I am not considered an actual enemy to the civilisation yet (I have killed no civilisation member so far).

I tried making tongspace into a lair to hide adamantine armor and weapons for people to find.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 06, 2013, 03:12:22 pm**

Part 8:Tongspace:A Tale of Beasts, Adamantine and a Dead Man

Spoiler (click to show/hide)

10th of Felsite 1101

I have finally made it back to the overlands by following that trail of coins that I had left. I was immensely surprised to discover that it has only been a few days since I entered the caverns. It feels like I spent years wandering around down there!

As my final expedition, I decided that I would visit the abandoned fortress of Tongspace. Many rumours I have heard throughout my life, as well as the stories written in the museum, have led me to believe that it is overrun with demons, and is immensely dangerous. Sounds like **!!FUN!!** to me...

I have arrived at the boundary of Tongspace, as it is marked on my map. And, of course, as is the tradition nowadays, the first thing I spotted as soon as I took a step forward was a dead dwarf, lying half-buried in the dirt. A closer look confirmed that several other corpses were strewn around carelessly, barely visible amongst the weeds that had been left to sprout freely in what was once a dirt road. This place had evidently been abandoned long ago-or so I thought. A sudden scream shattered the ominous silence that had fallen upon the place. Sensing that imminent danger was nearby, I ordered the corpses around me to rise once more so as to combat whatever had been their bane, and moved forward cautiously.



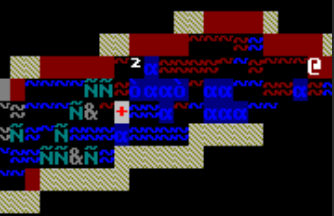
As I neared the river that marked the boundary of Tongspace, I was met with a scene that was both humorous and terrible at the same time. The dwarves had been defeated long ago, it seemed, but the local wildlife fought on still. A single Snail Monster was standing by the river amongst a network of webs, surrounded by an army of hippos that were each trying, with varying but minimal degrees of success, to kick it to death. Behind the demon, waiting in the river, was gathered another army-this one made up of alligators, milkfish and carp. As I neared the demon, an alligator crawled out of the river to join the fray, successfully tearing the skin off the demon's wing. The snail monster leapt at the alligator and fell into the river, where it was met by by the second army, with the hippos already charging into the river after it. Meanwhile, an unconscious dwarf on my side of the river was being kicked to death by another hippo.



I plunged into the river after the snail monster, drawing the adamantine sword. The snail monster was particularly annoying to slay, as it kept webbing everyone. Eventually my undead army followed me into the river and began slaughtering all the living creatures, so I had to animate all of them. The demon was eventually killed by bleeding out-through successive tears in its flesh, as well as a stab in the heart.

You slash The Snail Monster in the shell with your *adamantine short sword*, tearing it!
Snail Monster has bled to death.

We ran into a second snail monster further down the river. By now I had gathered a huge army of undead (mostly fish) to protect me from the webs. This time I got lucky enough to hit its brain.



You stab The Snail Monster in the body with your Adamantine short sword*, tearing the muscle and tearing the brain!

Snail Monster has been struck down.

The third snail monster we faced webbed me right after I stabbed its heart, but it luckily bled out before it hurt me. However, some random undead fish got the credit for the kill, as it bit the demon before it bled out.

Having finally gotten out of the river, I looked around me. In front of me lay a glorious sight; a fortress, constructed out of pure adamantine! Even the roads were paved with the stuff. No wonder it had come to be infested with demons, for such is the final result of greed, Dwarvenkind's eternal curse.



I moved downwards, observing a trade depot and a few workshops. Then I saw something that I had only heard about in legends before. Moss! The rare green stuff that grows in ancient fortresses. I had never seen it before, and had come to doubt that it even existed. (OOC:Well, there we go, solid evidence that moss actually does grow in old fortresses in this version)



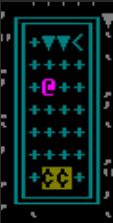
I entered the fortress and climbed upwards, where I was surprised to meet a dead end. Looking closer, I realised that the open spaces were arranged in the form of an arrow, pointing towards a hole in the ceiling.



What's more, I realised that below me was the roof of a building adjacent to the entrance building, with a down stair.



Knowing that I would feel no pain, I jumped, landing safely on the roof and descended through the stair. I found myself in a room with two locked hatches and two ramps.



Going down the ramps, I found myself in a narrow hall with a few bins in the centre. Insides some of the bins were pieces of amour, forged out of adamantine. Finally! Armour that would fit a dwarf! I wore the finest, noting that it was not a full set. Extra armour remained. Picking up the bins, noticing that some also contained weapons, including a masterwork axe, I moved on and pulled a lever on the edge of the room, which unlocked the hatches above the stairs. There was also an up/down staircase that was blocked on both ends.



I climbed back up the roof and jumped off the side of the building. It seemed that I had seen all there was to seen. The rest of the fortress had probably been sealed off, for I could find no entrance to it.

As I explored the rest of the area, I ran into a fourth snail monster. I was surprised to see this happen:

The carp corpse bites The Snail Monster in the body, bruising the muscle and bruising the brain!
Snail Monster has been struck down.

And I didn't even attack the thing. All hail the Carp God!

I also discovered a winged Forgotten Beast made out of jade:



whom I slew with the adamantine sword. I also accidentally killed a turkey zombie when the jade corpse fell from the air. Woops...

You slash The Forgotten Beast in the head with your *adamantine short sword* and the severed part sails off in an arc!
Forgotten Beast has been struck down.
The Otira Lebovonula Ihiliri Enolo's green jade strikes The turkey gobbler partial skeleton in the lower body, but the attack glances away!
The turkey gobbler partial skeleton slams into an obstacle!
The turkey gobbler partial skeleton's upper body takes the full force of the impact!
The turkey gobbler partial skeleton's throat takes the full force of the impact!
The turkey gobbler partial skeleton has collapsed.

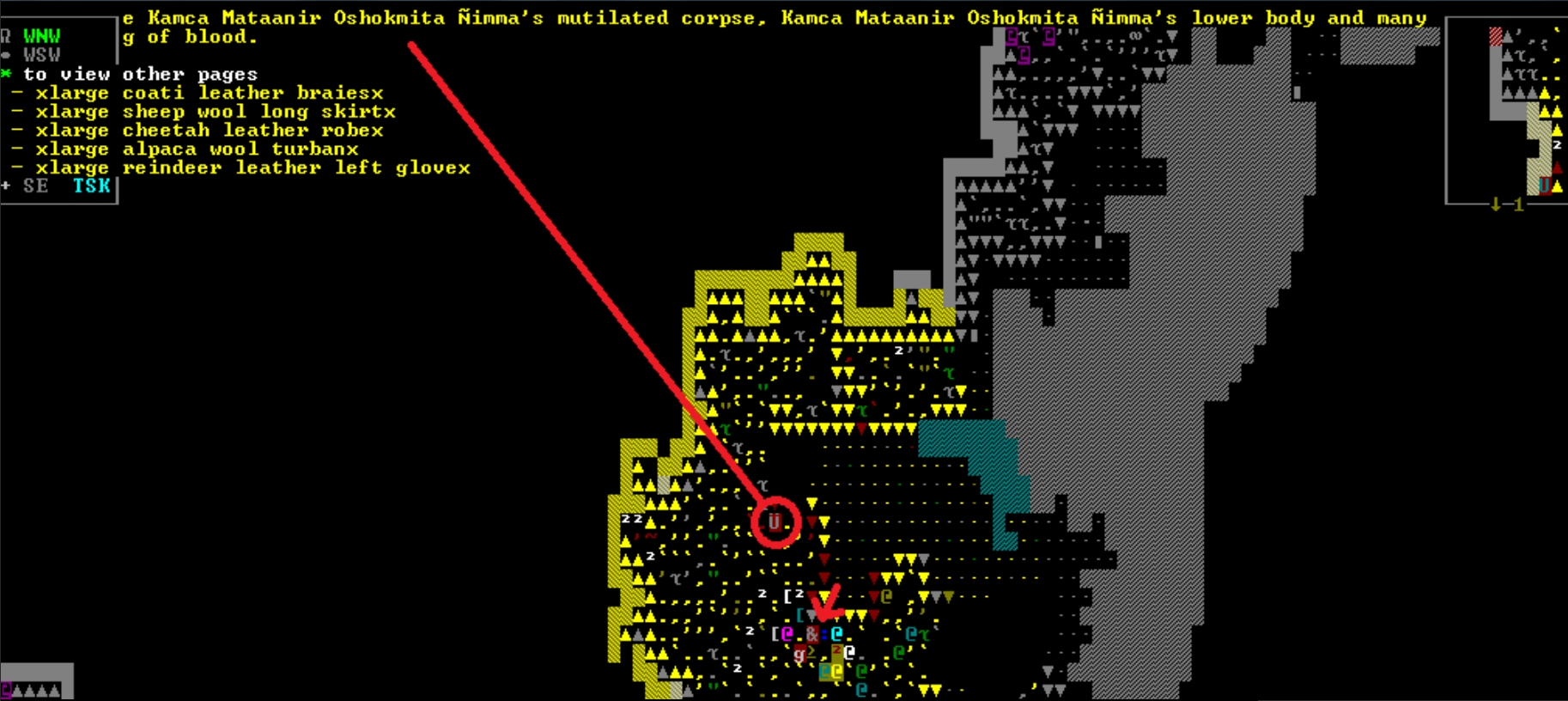
Some time later, I found another forgotten beast duelling a Brute of Salt.



This forgotten beast I had once heard rumours of, for it was Kusut Webveiled the Ungodly Heart. Since I hate seeing squabbling creatures, I slayed both of them.

You slash The Brute Of Salt in the body from behind with your *adamantine short sword*, breaking away a piece of the tissue!
Brute Of Salt has been struck down.
You slash The Forgotten Beast in the head with your *adamantine short sword* and the severed part sails off in an arc!
Forgotten Beast has been struck down.

As I continued exploring the area, I came upon the mutilated corpse of an adventurer whom I identified as Kamca, remembering a picture I had seen in the museum. The poor man had been chopped in half-his lower body had been completely severed off. Yet, it was evident that Kamca had not gone quietly; nearby were the corpses of two demons which neither I nor my army slew. Lying on Kamca's corpse was a sharp obsidian rock, still caked with dried blood.



I picked up both the corpse and the rock, deciding that I would entomb the hero in his proper place.

I have now explored as much as I can of this place, and have slayed one more demon-one in the form of a firefly. I do not know if anything else is hiding from me, biding its time, but the sun is setting. It is time for me to leave this accursed place once and for all.

Part 9:The Burial

[Spoiler](#) (click to show/hide)

14th of Felsite

I walked towards the Tomb of Heroes, Kamca’s mutilated corpse in my arms. In the distance, I could see a rotting creature approaching me. It was Keth, the mummy who, only a week ago, had killed the cat that had chased my out of Dinnerwandered. Remembering the stories from the museum, I realised that this undead wretch was the same vile creature who had murdered the two adventurers who had visited the Tomb before me. As the mummy approached me, I hid the corpse behind a tree, took out my old steel sword and charged. Taken by surprise, the mummy did not have the time to curse me before I sliced its head off.



The Tomb of Heroes is once again accessible to all.

I entered the tomb and placed Kamca’s mutilated corpse in the silver sarcophagus. In the shale coffer, I placed Kamca’s obsidian rock. Remembering that people had been killed on this site, I searched around for more corpses to entomb, but although I found what I believe were Bralbaard Mulemerchant’s armour and weapons , as well as a single barrel of rum, the corpse was absent. I suspect that it was animated by the mummy and is now lost. However, I did find and entomb four of Bralbaard Mulemerchant’s teeth. 😊



«-silver sarcophagus-»

Weight: 519Γ

Contents:

Bralbaard Thalolubbe’s rotten corpse
Kamca Mataanir Oshokmita Nimma’s lower body
Kamca Mataanir Oshokmita Nimma’s mutilated corpse
Bralbaard Tolmohathur’s upper left back tooth
Bralbaard Tolmohathur’s upper left back tooth
Bralbaard Tolmohathur’s upper left back tooth
Bralbaard Tolmohathur’s upper left back tooth

shale coffer

Weight: 53Γ

Contents:

large panda leather robe
wild boar ivory amulet
Mebzuth ilun 1062 gold coin
+sharp+ obsidian

Epilogue

[Spoiler](#) (click to show/hide)

The husk entered Dinnerwandered alone, under the cover of night. It did not fear the bogeymen; indeed, they now feared him, for they alone knew what it had done. No one saw it move swiftly through the streets towards the heart of the city, with a shining blue sword in hand. The doors of the museum creaked as it entered, yet the guards did not wake from their slumber. The husk moved towards a marble table and carefully lowered its sword onto it. Having left its master’s grasp, the sword shone dimly, before fading altogether. Its mission complete at last, the husk turned to leave. As it did so, it caught sight of its own reflection in a cauldron of blood. And, despite the evident deadness of its being, the husk realised that it had once been a dwarf-a dwarf called Nil Swifttoast who, through heroic acts, had earned the title “the Colorless Complexity.” Grinning as only an undead dwarf can grin, the husk rummaged through its old, worn backpack and found there an elephant skull. It placed the skull proudly on another table, as a tribute to Dwarvenkind. Having now truly fulfilled its purpose, the husk exited the museum and was swallowed by the darkness, never to be seen by mortal eyes again.

Final Words

[Spoiler](#) (click to show/hide)

Well, that was quite an adventure. I have retired Nil at Dinnerwandered, where he shall spend the rest of his immortal life. Hopefully, he shall not kill the entire town during his stay.

My Submission:

A masterful adamantine short sword stolen from a slade fortress at the depths of the world.

adamantine short sword

This is a masterful adamantine short sword created by an unknown artisan.

Seven Notable Kills

Goldflinches the squirrel monster, b. 900 d. 1101
Frothedgutters the Phantom of Filths the snail monster, b. 813 d. 1101
Sweatphlegm the Puke of Mites the snail monster, b. 795 d. 1101
Otira Washedburied the Shores of Swimming the forgotten beast, d. 1101
Strifeclout the brute of salt, b. 837 d. 1101
Kusut Webveil the Ungodly Heart the forgotten beast, d. 1101
Belchstench the Dead Snot the firefly devil, b. 863 d. 1101

Three Other Kills

Two squirrel monsters <9> in The Field of Brews
One squirrel monster <8> in The Field of Brews

Slayer

Nil Swifttoast the Colorless Complexity the dwarf necromancer, b. 1028, ten kills

I also left the elephant skull which I obtained from the elephant I duelled and later used as a weapon against goblins, because well...it's an elephant skull. (not the actual submission, I left it because I felt it was unique)

elephant skull

This is a elephant skull.

Eighteen Kills

Atu Conflictcurses the goblin, b. 865 d. 1101
Bosa Lockedmaligned the goblin, b. 875 d. 1101
Xuspgas Snarlednightmare the goblin, b. 819 d. 1101
Snang Sintorrid the goblin, b. 925 d. 1101
Olngö Lordhate the goblin, b. 883 d. 1101
Zolak Wereswam the goblin, b. 817 d. 1101
Zom Strikevice the goblin, b. 822 d. 1101
Xuspgas Badwaste the goblin, b. 820 d. 1101
Olngö Ianvice the goblin, b. 915 d. 1101
Ngokang Fellmongrel the goblin, b. 850 d. 1101
Snodub Malignedhollow the goblin, b. 920 d. 1101
Osnun Hatesmears the goblin, b. 822 d. 1101
Mato Plagueweird the goblin, b. 882 d. 1101
Ngebzo Malignedcontained the goblin, b. 841 d. 1101
Ber Slappedwraith the goblin, b. 926 d. 1101
Bâx Ghoulboil the goblin, b. 890 d. 1101
Zom Crowndooms the goblin, b. 840 d. 1101
Deepcircles the Divine Vine the zombie human, b. 1015 d. 1101

Slayer

Nil Swifttoast the Colorless Complexity the dwarf necromancer, b. 1028, eighteen kills

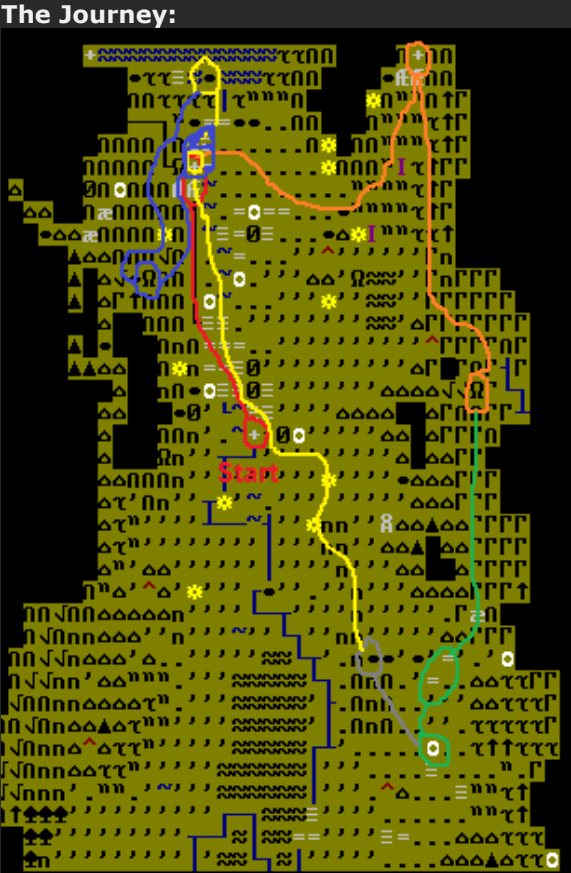


Also, I left a number of other small trinkets and junk I obtained throughout the journey on the second floor. I strongly recommend that the subsequent adventurers check it out, since I also left the bins containing the adamantine weapons and armour there. (courtesy of Kromgar)

Final stats:

Dwarf Swordmaster necromancer	High Strength
Dabbling Butcher 330/500	Superdwarven Agility
Legendary Swordsdwarf 1843/2100	High Toughness
Great Shield User 183/1600	High Endurance
Adept Armor User 34/1200	Average Recuperation
Novice Thrower 130/600	Average Disease Resistanc
Skilled Swimmer 608/900	Average Analytical Abilit
Proficient Observer 305/1000	Average Focus
Novice Reader 0/600	High Willpower
Legendary Fighter 1046/3200	Very Low Creativity
Novice Archer 130/600	Average Intuition
Novice Wrestler 311/600	Very Low Patience
Dabbling Biter 69/500	Very Low Memory
Dabbling Striker 160/500	Very Low Linguistic Abilit
Dabbling Kicker 123/500	High Spatial Sense
Talented Dodger 762/1100	Very Low Musicality
Adequate Misc. Object User 483/700	High Kinesthetic Sense
Average-sized for a dwarf	Average Empathy
Speed: 816	Average Social Awareness
	Average-sized for a dwarf
	Speed: 816

Total Kills:	The Kills of Nil Subetzasgim Mekurádol
One Hundred Ten Notable Kills	
Forty-Six Other Kills	



This is a XXcrudely-labelled mapXX. All craftsddwarfship is of the lowest quality and it is highly inaccurate.

On the item is an image of a line in Red Crayon. The line is showing the journey of the dwarf necromancer Nil Swifttoast the Colorless Complexity from Mindfulurging to Dinnerwandered.

On the item is an image of a line in Orange Crayon. The line is showing the journey of the dwarf necromancer Nil Swifttoast the Colorless Complexity from Dinnerwandered to RootedMonsters and then to Islandpaddle.

On the item is an image of a line in Green Crayon. The line is showing the journey of the dwarf necromancer Nil Swifttoast the Colorless Complexity from Islandpaddle to Belldishes.

On the item is an image of a line in Grey Crayon. The line is showing the journey of the dwarf necromancer Nil Swifttoast the Colorless Complexity from Belldishes to the Sable Pits.

On the item is an image of a line in Yellow Crayon. The line is showing the journey of the dwarf necromancer Nil Swifttoast the Colorless Complexity from the Sable Pits to Dinnerwandered and then to Charmedechoes.

On the item is an image of a line in Blue Crayon. The line is showing the journey of the dwarf necromancer Nil Swifttoast the Colorless Complexity from the Charmedechoes to Tongsrace and then to Dinnerwandered.

I'll start building a fortress now, if I have the time. I'll try to upload the save next Monday.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Jakob** on **April 06, 2013, 03:39:05 pm**

Think you can squeeze another person on the lift? Never done a succession anything, and this has been a grewat read.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **April 06, 2013, 06:48:30 pm**

I thank you, Pie Maker, for entombing Kamca. Though I am surprised that you didn't encounter the angry ghosts that I did.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 06, 2013, 10:22:51 pm**

Well... Now I must go on a quest to clearly trump you in some way Pie Maker. This will be fun

Here i was thinking that making it into a lair failed. Hahaha.

Also I never expected anyone to get the armor because of the demons.

Also you have outshone everyone here. EVERYONE. You killed two forgotten beasts... ONE MADE OF JADE... Wait what happened to it?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 07, 2013, 11:56:21 am**

That was quite an adventure. It's no problem if you submit the fortress a day or two later. We could use some new, dangerous sites.

I've added Jakob to the turn list.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Vgray** on **April 07, 2013, 03:10:50 pm**

My brain always want's to read that subtitle as "Item quest adventure" for some reason.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 07, 2013, 03:41:04 pm**

I already have plans to one up Pie Maker. Oh so many great plans... hohohohohoho. I must accomplish an even greater task... The challenge shall be great but I shall overcome.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 07, 2013, 04:04:27 pm**

Well, I've had no time to work on the fortress today; I'll hopefully be able to get started on it tomorrow. I'll try my best to finish it as soon as possible.
Quote from: Bralbaard
link=topic=104399.msg4159863#msg4159863 date=1365353781
We could use some new, dangerous sites.

Dangerous sites, you say? Sure, I can work with that. I have already named the fortress "Deathtrap" after all...

Quote from: Kromgar on April 07, 2013, 03:41:04 pm
I already have plans to one up Pie Maker. Oh so many great plans... hohohohohoho. I must accomplish an even greater task... The challenge shall be great but I shall overcome.
Now you've filled me with curiosity as to what the great plans are...
Looking forward to an interesting read! :)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 07, 2013, 11:21:35 pm**

Quote from: Pie Maker on April 07, 2013, 04:04:27 pm
Well, I've had no time to work on the fortress today; I'll hopefully be able to get started on it tomorrow. I'll try my best to finish it as soon as possible.
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Now you've filled me with curiosity as to what the great plans are...
Looking forward to an interesting read! :)

Question: Did you leave the jade forgotten beasts corpse behind?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 08, 2013, 09:20:41 am**

Quote from: Kromgar on April 07, 2013, 11:21:35 pm
Question: Did you leave the jade forgotten beast's corpse behind?
Yes, I did. I actually did consider carrying all the demon and forgotten beast corpses back to the museum, but then I decided that they looked pretty good back in Tongsrace, what with them lying around making the place look like a war zone and all that...
Good luck with whatever it is that you're planning to do with it. ;)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 08, 2013, 11:31:00 am**

Fine with me. You may want to edit that question out to keep the contents of your fortress unspoiled

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 09, 2013, 09:17:23 pm**

Edit: Oh come on its 8:50 pm est

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **April 10, 2013, 09:26:01 pm**

Well it's only 8:25 over here.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 11, 2013, 08:53:02 am**

Well he/she should of uploaded it by now they said monday they were planning to and its 3 days after

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **April 11, 2013, 01:50:34 pm**

Well, his profile shows he's been active since you posted that, so I'd say it's a fair bet he's acknowledged your impatience, and he at least hasn't died on us.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 12, 2013, 11:58:34 am**

Quote from: Eric Blank on April 11, 2013, 01:50:34 pm
Well, his profile shows he's been active since you posted that, so I'd say it's a fair bet he's acknowledged your impatience, and he at least hasn't died on us.
Your pretty morbid. Either way if he/she is still working on their fort they should just abandon it already. When I had a terrible time for my turn last time I had an extension but turned it in without a new fort

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 12, 2013, 12:45:59 pm**

I've send pie maker a PM. I hope we'll have the save game soon.
There are quite a few people waiting for their turn, so I'm going to try and be a bit more strict with deadlines from now on.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 12, 2013, 12:47:38 pm**

I'm **really** sorry for the huge delay, but this was a really busy week for me, and the fortress was actually extremely complex, and would have been pointless half-finished, since the scope is to provide a challenge with adventurer interactive machinery.
(Please forgive me Kromgar, Bralbaard and everyone else for that matter)

I've uploaded the save here (http://www.mediafire.com/?4pq9dd62niy9m8r).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 12, 2013, 12:51:43 pm**

Thanks! no problem. That was an epic turn, and I'm looking forward to someone exploring your fortress :-).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 12, 2013, 01:46:31 pm**

Quote from: Pie Maker on April 12, 2013, 12:47:38 pm
I'm **really** sorry for the huge delay, but this was a really busy week for me, and the fortress was actually extremely complex, and would have been pointless half-finished, since the scope is to provide a challenge with adventurer interactive machinery.
(Please forgive me Kromgar, Bralbaard and everyone else for that matter)
I've uploaded the save here (<http://www.mediafire.com/?4pq9dd62niy9m8r>).

hmmm... Thats interesting

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 12, 2013, 02:43:35 pm**

Oh no... I'm encountering a bug where I get to the third page where the remaing heroes should be and the game crashes

I tried with a fresh install it still crashes. This is the end guys

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 12, 2013, 04:35:33 pm**

Ow.. that's not good. I can confirm the bug, it crashes for me as well, and the bug has been present for a while, the previous version of the save where pie maker started from, also has it. edit: the save I uploaded, the one that atomic chicken started from, appears to be fine.

I have no idea as to what causes this, maybe one of the adventurers on the list was killed during play by another character, causing the game to crash when it tries to load data on that character?

It is possible to start new adventurers in the civilisations on the first two pages right now, but loading existing adventurers is not possible...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Spish** on **April 12, 2013, 05:24:37 pm**

This happened in the 2012 succession world, in much the same way as it did here. And I'm pretty sure it happened in a few of my private worlds. It seems to happen when you retire an adventurer in a world with multiple pages of adventure-start options. It is a glitch that no one has reported.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 12, 2013, 05:43:06 pm**

Quote from: Spish on April 12, 2013, 05:24:37 pm
This happened in the 2012 succession world, in much the same way as it did here. And I'm pretty sure it happened in a few of my private worlds. It seems to happen when you retire an adventurer in a world with multiple pages of adventure-start options. It is a glitch that no one has reported.

Ah hell

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Trungdle** on **April 12, 2013, 06:11:30 pm**

oh nooooo pls report it :(
can we use DFhack to fix it? like... resurrect the killed one.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **April 12, 2013, 06:16:08 pm**

I'm relatively sure if you pick someone from a page you have the ability to get to without crashing, and then cause them to die, thus removing them from the list of start options, it might "fix" the bug. I don't know, however, as I've never experienced this bug myself.

Bloody hell.

The "good" news, I suppose, is that it gives us an(other) excuse to gen a new world and start from scratch when Toady releases the next version. Though I was kind of looking forward to failing epically in this hellish beast of a world you insane people have created. I suppose it's literally just too awesome for DF to handle, so it shits itself frequently.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Kromgar** on **April 12, 2013, 07:15:11 pm**

Quote from: laularukyrumo on April 12, 2013, 06:16:08 pm
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Well we absolutely need Toady to fix the bug before we gen a new world... I'm not sure how to report a bug if someone could direct me I will.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Argonnek** on **April 12, 2013, 07:23:38 pm**

DF uses a mantis bug-reporting page linked on the main page. (Direct Link (http://www.bay12games.com/dwarves/mantisbt/my_view_page.php))
You'll need to create an account if you don't already have one, but it's free to do so and quite useful.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 13, 2013, 04:03:10 am**

That does sound bad. But, since it only crashes on the third page, the game is still playable, right? I personally did not notice the bug when I started my turn, and still made it past character generation, so the solution is simple:we just avoid the bug completely. That is to say, avoid going on page 3+ . This also means that unretiring adventurers will be impossible.

Also, if the problem is caused by having too many retired adventurers on the list, would you find it acceptable to kill off a number of them for the sake of being able to unretire the rest?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **April 13, 2013, 06:37:05 am**

Quote from: laularukyrumo on April 12, 2013, 06:16:08 pm

I'm relatively sure if you pick someone from a page you have the ability to get to without crashing, and then cause them to die, thus removing them from the list of start options, it might "fix" the bug. I don't know, however, as I've never experienced this bug myself.

I don't think we can scroll to the existing adventurers. Also, its not strictly caused by the number of adventurers on the list. I took one of the last working saves and started and retired five or six adventurers in that save, it did not trigger the bug.

Kromgar, you could start your turn now with a new adventurer, or we could move your turn down by one slot to see if we can fix this. Laularukyrumo could in that case play in the meantime, he'll be unaffected by the bug because he will need a new character anyhow.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **laularukyrumo** on **April 13, 2013, 11:06:48 am**

Maybe killing the existing adventurers in-world with a new character who then commits seppuku would work? I dunno, I'll have to do some science...

...after my turn. FUCK! Was hoping I'd have at least a bit of time to practice some more. Oh boy. Imma get raaped.

welp. Time to fire this shit up. YOLO

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **April 13, 2013, 11:31:54 am**

You can start if kromgar agrees to have his turn postphoned for now the old turn order is still effective. Everybody is free to bugtest ofcourse

Killing all adventurers would be a bit drastic and would lead to the same result as the bug: nobody can be unretired any more. As stated above the number of adventurers might not be the problem, since adding a lot of new adventurers to the old save does not cause the bug. It might be a specific bug introduced during stomic chickens turn. I wonder if killing atomic chicken's character would help (if it does, then the game REALLY doesn't want us to acquire vampirism)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **April 13, 2013, 12:52:26 pm**

Well if reverting to an old save to continue works, then id say do it. Atomic chicken and pie could potentially be allowed to replay their turns again in the recent future, no?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Timeless Bob** on **April 13, 2013, 01:00:14 pm**

...In pulling the sword from the stone, not only were the minions of hell released, but time itself was severed in twain. From that point forward, two divergent histories grew from the single trunk of the former. Only the march of time would see which one would shrivel and which would thrive...

If you do have to set the turns back, the buggy branch could just become an "alternate timeline". A side benefit would be that your long list of players would be able to get to their turns twice as fast.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **laularukyrumo** on **April 13, 2013, 01:14:24 pm**

Ohgod. I approve of this. It's like fuckin' Legend of Zelda shit up in here.

I kinda wanna play the Buggy Branch, though, just to explore Deathtrap. :>

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **April 13, 2013, 02:19:36 pm**

I'd like to postpone my turn to see if this can be resolved.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Pie Maker** on **April 13, 2013, 03:21:23 pm**

Quote from: laularukyrumo on April 13, 2013, 01:14:24 pm

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Well, this will be a fun story to read, although Deathtraps isn't really all too impressive.

Important:Please use a character with a very low observation level if you're going to explore Deathtraps; I think I made a mistake when designing a crucial part of the fortress that will probably prevent you from advancing (ie. a pressure plate in the visibility of the adventurer-if I remember correctly, pressure plates spotted by adventurers lose their function, even if it's not the adventurer who steps on them). Also, you might want to put a few points into agility and be at least an adequate swimmer if you want to survive.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **laularukyrumo** on **April 13, 2013, 03:37:44 pm**

Quote from: Pie Maker on April 13, 2013, 03:21:23 pm

Quote from: laularukyrumo on April 13, 2013, 01:14:24 pm

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Well, I always put two levels into swimmer and agility at char creation, and then power-level swimming and sneaking to up my physical attributes, so, that's not gonna be a problem. Unfortunately, I also always put three levels into Observation... Wouldn't you be able to trigger the pressure plate from a menu? That's dumb if that happens and I hope Toady fixes it.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Pie Maker** on **April 13, 2013, 04:03:47 pm**

Quote from: laularukyrumo on April 13, 2013, 03:37:44 pm

Quote from: Pie Maker on April 13, 2013, 03:21:23 pm

Quote from: laularukyrumo on April 13, 2013, 01:14:24 pm

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What exactly do you mean by "menu"? This certain pressure plate is triggered by water. If the pressure plate is seen by the adventurer, it will not be triggered by the liquid (I think), since, for some reason, spotting a trap/pressure plate in adventure mode basically disarms it, even if you're several tiles away.
If I'd noticed the error before uploading, it would simply be a matter of moving the plate out of sight, but it's too late for that now.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **April 13, 2013, 04:12:58 pm**

Allright.. So we've run into a bug where it is no longer possible to unretire previous adventurers in the current, and recent, savegames. I've been messing with the save, there might be a way to salvage one or two adventurers, but it will be a glorious mess.

I've managed to track down most if not all of our retired characters. I've indicated their positions on Timeless Bobs map of dinerwandered: [Spoiler](#) (click to show/hide)

Yes, that's correct, everybody except for Mrwillsauce and Eric Blanks character are squatting the same house just west of King's Boulevard. That's three or four necromancers, a vampire, their companions including goblins, a number of zombies, and several innocent people. Our local eerie mist thrall might also be among the inhabitants, I didn't check. The moment anybody enters the house or gets near it, all hell will break loose, and all our great heroes will start bashing each others brains until only one is left standing, and some will drop dead due to old age. (I must admit that this is an absolutely epic fight to watch..)

Now even with all those adventurers dead, the bug remains. However, I think that with dfhack, it would be possible to build a fortress on the site and switch control to a selected adventurer (edit: another method has been found, you can travel to the site with another adventurer, then switch control to the character you want to unretire). If the 'unretired' adventurer survives the mother of all DF battles, he could then continue on his adventure, but most likely all others in the "adventurer home" will kill each other, so there will be a lot of collateral damage. This needs some further testing (I won't have time to test this in the next few days though). The good news is that with Mrwillsauce and Eric living at the other end of town, Kromgar's character is the only one in that house who is still on the play list, so others might be expendable.

Edit: so the only way to work around this bug might be to hold a massive fight-to-the-death between all our adventurers. DF is the most glorious game ever.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **laularukyrumo** on **April 13, 2013, 04:37:05 pm**

THERE CAN ONLY BE ONE

Man. I'm gonna have fun instigating that fistfight. I think I'm gonna go into the house, and that's how I'm actually going to start the story. We should probably wait until research can be done on the best way to do this, though. Science project engage.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Eric Blank** on **April 14, 2013, 12:24:13 am**

Well, I suppose I should be glad my character has a 100% chance to not get caught up in THAT fight. Hopefully Mrwillsauce is a total wuss/not a homicidal maniac.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Pie Maker** on **April 14, 2013, 02:19:06 am**

So almost all of the retirees are stuffed into one house, waiting tranquilly for a spectator to arrive so that they can begin bashing each other's skulls...

The first to die shall obviously be the living, who shall find themselves swarmed by undead. As for the necromancers, vampire, and necromancer thrall, do they actually fight each other? For, if they do and Nil is present amongst them, they are all doomed.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **April 14, 2013, 03:39:32 am**

I guess the thrall would fight everything in its path. A loyalty cascade might take care of any friendships that are left among the other adventurers.

Also, dfhack has an adv-bodyswap tool that would make switching to the right character a lot easier. I'd stay away from the house untill its kromgars turn as any interference would lead to catastrophy. Kromgar could then start a new adventurer, drop out of travel mode as close to the house as possible, swap bodies and run for his life. We would of course demand a detailed report of the battle :D

I'd say we wait untill after laurarukyrumo's turn, to see if anybody comes up with a better idea.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Pie Maker** on **April 14, 2013, 03:51:01 am**

I propose that after this mess is cleaned up, we begin retiring our adventurers in different villages. That way, if anyone ever has the opportunity to unretire their adventurers, he/she could use the adv-bodyswap method without worrying about the death of every other retired adventurer in the area.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **April 14, 2013, 10:42:52 am**

Well... Killing a thrall would be pretty hard... If i can take control of my adventurer and flee in time I could run to the museum and grab the adamantine axe... because the thrall is immediately going to become hostile and create a loyalty cascade of epic proportions

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **April 14, 2013, 10:51:09 am**

Quote from: Bralbaard on April 13, 2013, 11:31:54 am

You can start if kromgar agrees to have his turn postphoned for now the old turn order is still effective. Everybody is free to bugtest ofcourse

Killing all adventurers would be a bit drastic and would lead to the same result as the bug: nobody can be unretired any more. As stated above the number of adventurers might not be the problem, since adding a lot of new adventurers to the old save does not cause the bug. It might be a specific bug introduced during stomic chickens turn. I wonder if killing atomic chicken's character would help (if it does, then the game REALLY doesn't want us to acquire vampirism)

So yeah vampirism and necromancy are mutually exclusive same with were affliction now. Though you could go... Werebeast ---> Necromancer ----> Husk

I tried body swapping but its saying i need to force ti somehow. I am just testing to see how it goes. But yeah I found Kaslun he was under elite wrestler but I could tell because he had nerve damage in his right hand he was running out of the house FILLED with corpses

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Pie Maker** on **April 14, 2013, 12:04:56 pm**

Quote from: Kromgar on April 14, 2013, 10:42:52 am

Well... killing a thrall would be pretty hard... If i can take control of my adventurer and flee in time I could run to the museum and grab the adamantine axe... because the thrall is immediately going to become hostile and create a loyalty cascade of epic proportions

Now why would you want to kill Nil? Its not like he would stab you successively, raise you as a mindless minion, binding your soul to your lifeless body, and use you as a (disposable) pawn in his campaign to conquer the world, raising you every time you fall, before finally forcing you to descend to the depths with him and cast you into the abyss. He's really quite friendly, why don't you stop by for tea sometime?

Also, I visited the retirement home for a test, and found that there is actually no visible loyalty cascade effect. The necromancers (thrall) immediately turned upon the living within the house, which included a couple of NPCs. Once the living were dead, they returned to the retirement home, and remained there peacefully. The vampire (atomic chicken's character) ignored the living and, being undead, was ignored by the zombies, thrall and necromancers. When I accused it of being a night creature, it turned against me. It was seemingly ignored by the other necromancers until it hit the elite wrestler necromancer, who turned against it. Unfortunately, that was all I could see before my makeshift adventurer was slain.

So it appears that once all the living retirees are dead, the rest can be unretired without the danger of a loyalty cascade amongst them, (as long as no one reveals the vampire?).

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **laularukyrumo** on **April 14, 2013, 12:31:49 pm**

I repeat.

This game REALLY does not want anyone to become a vampire.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **April 14, 2013, 12:32:51 pm**

Quote from: Pie Maker on April 14, 2013, 12:04:56 pm

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When I visited Kaslun was getting the shit beat out of him by someone. He had some major wounds

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **laularukyrumo** on **April 14, 2013, 12:45:05 pm**

So just confirmation. I'm up now, and need to stay the hell away from the house of doom?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **April 14, 2013, 12:47:13 pm**

Quote from: laularukyrumo on April 13, 2013, 04:37:05 pm

THERE CAN ONLY BE ONE

Man. I'm gonna have fun instigating that fistfight. I think I'm gonna go into the house, and that's how I'm actually going to start the story. We should probably wait until research can be done on the best way to do this, though. Science project engage.

Mind not taking the adamantine battle axe? I want to use it as Kaslun since I am a master in axes.

Quote from: laularukyrumo on April 14, 2013, 12:45:05 pm

So just confirmation. I'm up now, and need to stay the hell away from the house of doom?

I checked and Kaslun proceeds to create a zombie army that fills the entire house. There is no cascade but you sure as hell dont want to go in there

Quote from: Kromgar on April 14, 2013, 12:32:51 pm

Quote from: Pie Maker on April 14, 2013, 12:04:56 pm

Quote from: Kromgar on April 14, 2013, 10:42:52 am

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Spoiler (click to show/hide)
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When I visited Kaslun was getting the shit beat out of him by someone. He had some major wounds

Realized that it was just his wounds from normal play. He was summoning zombies to fight goblin pikeman

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **April 14, 2013, 01:04:37 pm**

Quote from: laularukyrumo on April 14, 2013, 12:45:05 pm

So just confirmation. I'm up now, and need to stay the hell away from the house of doom?

Yes, that would give us some time to figure out how to unretire kromgars character.
Good luck out there!

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Kromgar** on **April 14, 2013, 03:53:34 pm**

Quote from: Bralbaard on April 14, 2013, 01:04:37 pm

Quote from: laularukyrumo on April 14, 2013, 12:45:05 pm

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Yes, that would give us some time to figure out how to unretire kromgars character.
Good luck out there!

I wish there was a advanced manual to bodyswap. All it says is they arn't my companion and I need to force it or something

Thanks; I'm gonna need it. Now begins the tale of Smige Trailblizzards:

Smige was once an athlete. Not a famous one, by any stretch, but she was good. Her main event was the 400M; she had enough speed to get out in front and enough stamina to stay there. However, the Mudungudon Olympics were beyond her reach; Smige had always fallen short behind Thel Indigozephyrs. She had become convinced that he was some sort of night creature, infiltrating the community, gaining fame as a runner to disguise his killings, using supernatural athleticism to ensure victory. But when he moved into the cursed capital of Dinnerwandered, the city famed for its "Museum" where aspiring adventurers and archaeologists alike brought treasures to store on display (and where multiple night creatures were known to congregate, and the secrets of life and death themselves were said to reside), and her neighbors in her hometown of Scaldedbrand began to whisper of his suspected victims, she knew it to be true. Smige herself had studied archaeology since hanging up her cleats, and had grown curious about the various dwarven settlements across the world. In particular, there were several such settlements that were mere rumors, and none had been confirmed to travel there. Smige decided this was a perfect cause for her to undertake, both to bring more knowledge to the scholars of Omon Woge, and to prepare her body and mind for her inevitable showdown with Thel.

[Spoiler](#) (click to show/hide)



The first step was to travel to Dinnerwandered itself, to visit the museum. After touring the various maps of the world and surrounding areas, as well as matching museum exhibits to stories told by locals, Smige made notes of where her travels would take her. She would stop at any interesting locations along the way, but there were four sites in particular she intended to visit. Northevil would be her first stop, the goblin tower overtaken by dwarves, rumored to be the site of much raw adamantine. Though none had brought any back, Smige decided that since it was the closest of the sites, it would be natural to stop there on her way to the next site, and at least check out to see if it was within her skill to approach. She could always come back later, of course.

After that, she would head to Dashedstake. Southwest of Northevil, it is said that the grounds themselves were cursed long ago. That, combined with the fact that the museum held no exhibits from there, was reason enough to brave whatever dangers could exist. Plus, from there, there were enough roads that lead straight to a coastal town at the far south, where she would rest before making her way to the next site. It is known that there is a continent across the southern seas, dubbed the Land of Amethysts, which none had ever explored. On this continent, it was rumored that a dwarven settlement existed, though the whispers were so faint, none even knew the name of the site.

From there, the return trip would commence. On her way back, assuming she felt brave enough, Smige vowed to explore the last of the four sites on her list. Translating to "Deathtraps" in the Dwarven tongue, the site's existence was only recently discovered, and as such, she would be the first to explore it. The idea of investigating such a structure filled her with excitement, but there was no telling what could have possessed the dwarves to create such a place--and the name alone was frightening enough to half-dissuade her. Plans completed, Smige set out with minimal supplies; she had grown poor in her time retired from athletic competitions, and could barely afford a copper spear. Besides, she would need to learn how to hunt, kill, and prepare her own food if she was going to travel across the continents and over an ocean.

There were many hamlets, fortresses, and even a few tombs on her way south, places where she could stock up on equipment and perhaps join up with like-minded companions. At the very least, a companion could take turns sleeping with her, so that they could keep an eye out for bogeymen. (And Goblins, but Smige preferred not to think about them. Bogeymen were frightening enough, but at least they were unarmed. A squad of goblin ambushers with crossbows spelled certain doom, no matter how skilled, if they came across you sleeping. At least for the first leg of her journey, the lands would be civilized enough that she could simply spend the night with someone kind enough to take in an adventurer (a description fitting most people) and therefore avoid most danger.

As she left Scaldedbrand, she came across a river. Eager to practice her swimming, knowing it would make her stronger for the journey ahead, Smige jumped in, and proceded to swim the entire way. While she was able to swim, she was not very fast--something she would need to improve before reaching the ocean. Looking at her map, it appeared she might be able to follow the river all the way down to the fortress of Muffinseasons--something that would keep her safe from bogeymen and goblins alike. Furthermore, it was hot enough out that she felt there was little to no chance of the river freezing over at night, something that had been known to kill unlucky swimmers without warning.

(OOC: And then I literally spent 30 minutes throwing water at fish, because I was sick and tired of the fuckers blocking my path in the river and forcing me to either break swimming or break sneaking. Ended up killing two of three milkfish, chasing the third off, before running into no less than three full schools of carp, and saying "fuck it, not worth my time.")

[Spoiler](#) (click to show/hide)



On her way to Muffinseasons, with the fortress in sight, she came across something quite strange to her. Carp and milkfish and tigerfish were things she had seen in scores (literally) on her river journey, but she had never seen a lungfish before. These strange creatures had the ability to fly over land, and she captured one for herself. Perhaps, if nothing else, she could bring this to the museum, and the marine biologists could have a field day.

Approaching the half-finished fort, she came across something interesting. Namely, a weasel. Eager to practice her hunting skills, she dropped into a crouch as she approached, sneaking silently up behind it... By the time Smige's prey became aware of her, it was too late to escape. All it took was for her to grab it around the throat with her arm, and its neck snapped, killing it instantly. While it was too small to butcher, she felt accomplished in her kill. Perhaps, she thought, those goblins would not be so troublesome after all. Brimming with confidence, she strode confidently through the doors of Muffinseasons, heading straight for the tower. On her way, she noticed a floor hatch made from raw aluminum, an incredible sign of wealth. This was a good sign for her.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Timeless Bob** on **April 15, 2013, 01:48:15 am**

If killing off all but one character in the House of Heroic Terror is the only option, using dfhack to set up a 2x2 fortress there then using "tweak makeown" on all but one character there may preserve their lives, if not their independence. (Apparently this tweak gives them "pet" status to the dwarves.) It's not as amazingly bloody as the Highlander setup, but it might preserve the characters' ability to become companions to future adventurers. Sort of a "Seven Samurai" approach instead. However, I don't know if this will kill them just as surely, since fortress animals tend to die on retirement as well...

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 15, 2013, 09:13:29 am**

Great narrative; I don't think anyone's ever used sports and olympics as part of a plot on this part of the forums before!

Seems like you've planned out quite an extensive journey for yourself too. Good luck, and try not to get yourself killed before arriving at your destinations.

Also, could you try and include a few pictures of the fortresses? I'd like to see what they look like outside of the narrative. :)

About that lungfish: If you're going to submit it as a secondary item, there's a cage on the second floor of the museum where I put the beetle Nil found in the caverns.

Also,
Quote from: Kromgar on April 14, 2013, 03:53:34 pm
I wish there was a advanced manual to bodyswap. All it says is they arn't my companion and I need to force it or something

Point the cursor at whoever it is you want to control and type:
adv-bodyswap **force**

Edit:Could you put me back on the turn list? (Just in case that turn arrives before the new version is released).Thanks.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Tehsapper** on **April 15, 2013, 11:57:21 am**

I gotta take a turn, time to make a great fort and embark on a journey again

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **April 15, 2013, 01:10:04 pm**

Thanks; it seemed like a good justification for my initial build (I most definitely dumped all my points into swimming/observing/armoruser/dodge and said "fuck weapons" XD)

As far as getting killed, I'm more worried about the ocean freezing at night while I'm in it than literally anything else. At least the rivers are warm enough that I don't have to worry about that. And the fortresses were just default, pre-gen forts that show up in Vanilla. You seen one, you seen them all. Unless you're talking about the mountain halls--in which case I'll make sure to take extensive documentation.

"Curses!"

The aluminum floor hatch, as it turned out, was the only thing of value in the entire fortress. Not only was the place deserted, the only thing worth looting was a wooden training sword and a pair of shoes. Exploring the towers, she found the remains of a stork, and was about to give up, when across the tower, she saw a live honey badger. These small creatures were legendary among dwarves for their constant rage, one of the few animals known to attack anything that moves, much like goblins. Due to their small size, dwarven military recruits often trained in combat against them, sometimes even laying before them for hours at a time to allow their ineffective blows to toughen their hides. If she was to shake off the dust from her inactivity, now would be the time.

After wrestling with the badger until it passed out and could offer no more resistance, Smige put the poor creature out of its misery with a spear strike to the head. Butchering it and leaving the meat behind as an offering to whatever god the former occupants of this place worshipped, she moved on, encountering a.... weasel? It seemed this place was overrun with small animals... but the previous occupants had not been killed, they simply vanished. With nothing to offer clues as to how or why, or even who, Smige simply finished up her brief rampage, and left the site, intent on reaching her next landmark before nightfall.

On her way south from Muffinseasons, however, she spotted a curious structure off in the distance. Her maps had marked the presence of a tomb in the vicinity, but this was no tomb. This was a genuine mountain halls, and from the looks of things, still in use. Approaching, she saw various items strewn around the land, including a crutch--which she picked up and took with her, in case (god forbid) she should lose one of her legs. She had no idea how she was going to swim with a crutch, but hopefully, it would never actually come to that. She would practice using it, though, to improve upper body strength, and prepare for such a worst-case scenario.

Exploring the hills, looking for where the dwarves might have lived, she ran into such a dwarf. He introduced himself as Domas Airwalled, and was hauling logs of wood. Curious, she followed him, hoping he could lead her home. Sadly, he would not allow her to help with the obviously heavy load.

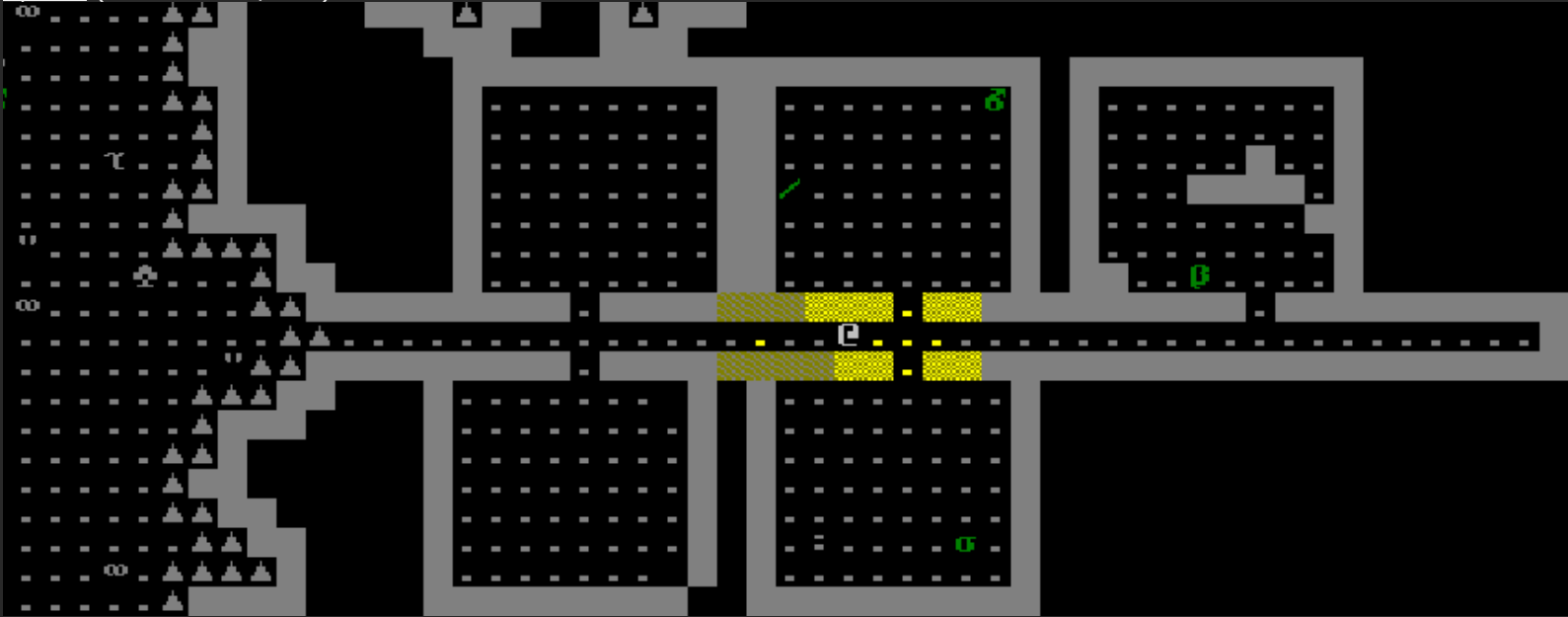
The skins of various creatures she herself did not recognize were strewn around the place--dwarves must not have kept very tidy. Smige took some dwarven rum she found as a souvineer, and decided she would taste it when she got to a town. Better not to travel intoxicated.

A little more exploration yielded two more dwarves. Domas was a jobless peasant (supposedly rather common among dwarves who had not had the fortune of mastering a craft for decades), but one of these fellows was a miner, and the other, wielding a copper axe, was clearly in charge. She introduced herself, hoping to herself that she could convince one of these stout fellows to come along with her for protection. She was disappointed when they both refused, but reassured herself that they likely had important jobs to do here. Smige found some bags and a quiver, and she took one of each, storing the rum she'd found in the bag.

At last, she came across an opening in the dirt that must have been the entryway into the mountain halls. Recalling stories of how such entrances were often fiendishly trapped, she approached with great caution, weapon at the ready. She found no such traps, though, instead seeing several hollowed out rooms, completely empty. If this was a mountainhalls, where did the dwarves live? One of the rooms had an iron anvil inside, and though she desperately wanted to bring it with her as a memento, it was far too heavy for her to burden herself with.

One thing, however, had Smige curious. A strange fungus had grown over the ground inside... where could it have come from? With a new mystery to solve, she left the pathetic excuse for a mountainhall, looking around through the garbage thrown around outside to see if anything lead deeper. All she found was a dwarven herbalist and a stack of strange mushroom-like fruits (which the dwarves called "plump helmets".) She ate one, as she was getting hungry, then thanked the dwarves for showing her around and headed to the nearby town to find a place to sleep for the night, thoroughly disappointed by the sheer dullness of the dwarven mountainhome--Shootplunges, as she would later learn it to be called.

[Spoiler](#) (click to show/hide)



Wandercanyons, frankly, worried Smige. The first house she picked to ask around in had a dead body just laying there! The next had several corpses, including a couple goblins. She picked up the one thing of interest--an iron shield held by one of the goblins--and asked if she could sleep in the house. "Sure," they said, "if you don't mind the smell." She did not understand why they simply did not bury the dead, or even clean them up, but decided it was safer with them than taking her chances with bogeymen, and so passed her second night in the wilderness.

As dawn broke, Smige left to continue the first leg of her journey, following the river as far south as it would take her. Barring any distractions, she felt confident she could get to the capital town of Mindfulring today, or if her swimming was not fast enough, she could rest a night in Duskbeasts. Of course, as fate would have it, Smige found herself a distraction. Namely, another fortress, this one constructed of solid Rutile. Dead honey badgers littered the outside--had this place been visited by dwarves? This one, known as Nestleddikes, at least looked fully complete... perhaps it would hold something of interest?

Immediately upon entry, Smige found a veritable trove of equipment.She changed out some of her clothing for proper armor, and dropped her measly copper spear for an iron pike and an iron whip. On her way out, though, she was attacked by falcons--two of them, as a matter of fact, descended on her as soon as she opened the door! She was able to dodge and retreat inside the tower, but by the time she reemerged, the falcons were both gone. Annoyed, she turned around and slept in the tower that night. On her way out, as the sun came up, she decided to butcher one of the dead badgers, as it appeared to have been killed recently (or at least recently enough not to be rotting), and she was running low on food from the brief detour she took to go "fishing".

The next day passed without event. As dusk fell, Smige stopped for the night in Mindbowel. The first normal town she'd come across, without a single dead body laying around taking up space. No horrible night creatures infiltrating the community, just farmers, fishers, the occasional beekeeper. A peaceful place, Smige wouldn't mind retiring there herself, but that was a long way off. Mindfulring was within a days reach, even if she walked on her crutches the whole way there. She ended up taking the major river down through a couple hamlets, finding something ominous: an entrance to the sewers, no room to breathe, with a skeleton inside. Soon after, something even stranger came into view....

[Spoiler](#) (click to show/hide)



Smige put away her crutch and stepped out of the river.

Nearly every building in the city was abandoned, crumbling away, deserted. The keep, constructed of raw iron ore, was the only place with any semblence of life, despite the corpses atop the towers. She took the best armor from the fallen guardsmen and spoke with a "child" (who claimed to be sixty one years old!). He shared with Smige that the sewers were infested with vampires, including one who had killed over seven thousand! There was also a huge number of lairs to the west of the town, and Smige decided it best to move on. This was a quest for a true adventurer.

[Spoiler](#) (click to show/hide)



Given that Mindfulring was the southernmost settlement for quite some time, Smige spent the rest of the day in town, resting, and chatting with a crossbowwoman she encountered atop the walls of the keep. When she mentioned her quest to explore the dwarven mountainhomes, the woman (named Sol Cottagebelly) was so impressed, she insisted on traveling with Smige, making the journey easier. Smige agreed, and attempted to teach her how to swim, which would be necessary to keep up with Smige.

It... did not go well for Sol. Smige said a prayer for her, and continued training in the town until nightfall.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **April 15, 2013, 01:38:27 pm**

You found a vampire stuck in a wall? That's just golden! :P

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **April 15, 2013, 05:56:31 pm**

All I have to say is... Shit just got real.



Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Trungdle** on **April 15, 2013, 06:20:59 pm**

Quote from: [laularukyrumo](#) on April 15, 2013, 01:10:04 pm
It... did not go well for Sol. Thele said a prayer for him, and continued training in the town until nightfall.

LOL. but isn't SHE suppose to be a woman?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **laularukyrumo** on **April 15, 2013, 07:06:55 pm**

According to Smige's maps, the river she had been following out of Mindfulring went in a long U-bend to the west, coming back around a relatively short distance south, and passed through a bandit camp. As such, she decided that since she was already slightly faster in water than on land, she would benefit from taking the straight path until catching back up with the river. It was to her advantage anyway, as the closest settlement was many miles south, several days travel at the best--a problem exacerbated by her new encumbrance. While her iron armor would provide exceptional protection, she was not used to moving in it. (OOC: Having worn 40+ pounds of chainmail, I can attest that, yes, this stuff sucks to run in.)

Heading south, though, gave her the fright of her life. A squad of zombie hippos, covered in a filthy substance raining from the skies to the east. The lake, and the lands to the east of it, were cursed. She went around them to the west, when.....

GIANT DESERT SCORPION!

She knew she couldn't fight it. The scorpion's sting meant instant death, and she doubted her knife could sever the tail. So she ran. Just barely fast enough to evade it in all her armor, thanks to some training against a badger on the way, she knew her only hope for escape was the one place she'd tried to avoid. Taking her chances with the zombie hippos seemed a better plan than messing around with the giant scorpion. She was barely able to make it to the sea, keeping herself out of range, throwing water at the scorpion until finally it succumbed. She got the hell out of there before it rose back up, racing across the desert until she was reasonably certain she was out of range.

That would be the last time she traded stealth for speed. Slow and steady wins the race...

Smige sighed with relief as she made it to the river, happy to see "tame" creatures like alligators. If she hadn't been a professional distance runner, she realized, that might have been the end of her. She headed down the river, tking a breather, resting up, when she saw something perfect. A giant sponge. While technically alive, these beings were all but immobile, and were rumored to be nearly impossible to kill. The perfect training dummy. Smige would not be caught unprepared this time...

(OOC: Except, oddly, attacking a sponge, even when conscious, yields no exp. Given this, and the fact that you can't kill it... well... :()

Then Smige went to sleep, got ambushed by goblins, and died. RIP Smige.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Eric Blank** on **April 16, 2013, 02:27:38 am**

Damnit! Goblins again? What the hell is their beef with adventurers?

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Warmist** on **April 16, 2013, 03:04:04 am**

Quote from: Bralbaard on April 13, 2013, 11:31:54 am
You can start if kromgar agrees to have his turn postphoned for now the old turn order is still effective. Everybody is free to bugtest ofcourse
Killing all adventurers would be a bit drastic and would lead to the same result as the bug: nobody can be unretired any more. As stated above the number of adventurers might not be the problem, since adding a lot of new adventurers to the old save does not cause the bug. It might be a specific bug introduced during stomic chickens turn. I wonder if killing atomic chicken's character would help (if it does, then the game REALLY doesn't want us to acquire vampirism)
There is also a possibility to unmark adventurer - that means he is no longer in the choice menu but still alive and kicking.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Pie Maker** on **April 16, 2013, 09:09:09 am**

Well, that was anti-climatic.

Title: **Re: The Museum: Adventure item quest (adventure succession game)**
Post by: **Bralbaard** on **April 16, 2013, 02:09:12 pm**

Tragedy strikes again.. So are you building a fortress now?

Quote from: Eric Blank on April 16, 2013, 02:27:38 am
Damnit! Goblins again? What the hell is their beef with adventurers?

It's kobolds that have been responsible for most kills. I don't know if anyone has fallen victim to goblins before. Still a bitter ending though..

I've also updated the turn list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **April 16, 2013, 02:25:53 pm**

Nah. No fort from me, not really much interest. Just kinda disappointed that I died like *that*. I was hoping to at least make it to the first fort. I mean, I had full iron armor, and only two goblins showed up.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **April 16, 2013, 03:06:14 pm**

Ah, OK.
Good writing by the way, I really enjoyed the story, even if it ended abruptly.
Could you upload the save game so that we can continue with your exploits added to the history of this world?

I guess that we should now have enough information for Kromgar to unretire his character:

Quote from: Pie Maker on April 15, 2013, 09:13:29 am
Quote from: Kromgar on April 14, 2013, 03:53:34 pm
I wish there was a advanced manual to bodyswap. All it says is they arn't my companion and I need to force it or something
Point the cursor at whoever it is you want to control and type:
adv-bodyswap **force**
Edit:Could you put me back on the turn list? (Just in case that turn arrives before the new version is released).Thanks.

Alernatively we could see if warmist suggestion can fix the save game, killing most adventurers didn't so I doubt it.
Also I didn't see Pie maker wanted to rejoin the game when I first read the post, must have read it before the edit. I will add him to the list. Your character is in the same house as Kromgar, but I guess he's more or less invincible, and likely to survive the now imminent slaughter.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **April 16, 2013, 03:11:59 pm**

double post removed. oops.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Spish** on **April 16, 2013, 03:43:44 pm**

Quote from: Pie Maker on April 15, 2013, 09:13:29 am
Point the cursor at whoever it is you want to control and type:
adv-bodyswap **force**
adv-bodyswap force **permanent**

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **April 16, 2013, 05:43:07 pm**

I didn't see whether anyone else has tested this, but I just tried to get nearly everyone in the town killed (in that one house stuffed with retired adventurers. After everyone but Thel and someone else I don't remember (a vampire necromancer swordmaster or something) were dead, I got myself killed, let the game save, and tried to navigate to the bottom of the adventurer list again. It didn't work; still crashes. So, it doesn't matter whether we kill most of the past adventurers, the bug won't go away.

Did anybody make that bug report, by the way?

[edit]

Downloading turn 30 and making and retiring another adventurer (without interacting with any of the other adventurers) results in the bug recurring again.


Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **April 16, 2013, 06:35:50 pm**

There's also no point in me uploading a save since I literally accomplished nothing. Except maybe running away from a giant desert scorpion.

Also seems like there's a hard limit on number of adventurers. Delish. Ah well. We'll start again in the next release.`

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Spish** on **April 16, 2013, 10:02:03 pm**

^ There is indeed a point to uploading the save, players will get quests to kill the goblin responsible for your death. AVENGE 

Quote from: laularukyrumo on April 16, 2013, 06:35:50 pm

Also seems like there's a hard limit on number of adventurers. Delish. Ah well. We'll start again in the next release. `

The Adventurer Retirement Home save (an unmodded medium world with a fairly short history) has numerous retired adventurers, and doesn't have this problem. In the DF2012 succession world, it happened in all (the dozen or so) versions of the world if you retired even a single adventurer. That world was large, slightly modded with many civilizations and a long history, so no, it's likely something wrong with the world itself. Raws or something, I dunno.

In the case of the Museum world and the DF2012SW, maybe there's too much information because the worlds are too huge.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **April 16, 2013, 11:44:54 pm**

Quote from: laularukyrumo on April 16, 2013, 06:35:50 pm

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Also seems like there's a hard limit on number of adventurers. Delish. Ah well. We'll start again in the next release. `

Quote from: Spish on April 16, 2013, 10:02:03 pm

^ There is indeed a point to uploading the save, players will get quests to kill the goblin responsible for your death. AVENGE

Exactly. also, there's a desert scorpion corpse waiting to rise from the death when the next person walks by, a number of dead followers in the wilderness, maybe with useful armor. Someone might even decide to drag your corpse to the tomb of heroes to properly entomb you. It's little things, but they add to the game, it's worth the upload.

I'll see if I can get the bug report uploaded later this week, being able to recreate it from a still working savegame as Eric has shown, would be useful in bughunting I guess. Also game crashing bugs usually have high priority for being fixed.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **laularukyrumo** on **April 17, 2013, 01:09:36 am**

eh. What the fuck. <http://dffd.wimbli.com/file.php?id=7582>

Have fun and avenge me, you crazy fuckers.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Kromgar** on **April 17, 2013, 06:05:53 am**

Quote from: laularukyrumo on April 17, 2013, 01:09:36 am

eh. What the fuck. <http://dffd.wimbli.com/file.php?id=7582>

Have fun and avenge me, you crazy fuckers.

You need to use mediafire for big uploads

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Eric Blank** on **April 17, 2013, 06:55:29 am**

He got it down to 91mb. Good enough for DFFD.

I'm currently creating and retiring adventurers in a world I genned last night to see if I run into the same bug again. Report on that when I actually have that many retired adventurers.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Kromgar** on **April 17, 2013, 07:31:21 am**

I just bodyswapped to Kaslun... Thel Kakthkrilnithpa, Illudap Konli wants me dead at the home

Alright so I restarted it because a loyalty cascade ocured and everyone inside killed me... this time i just used dfreveal and bodyswapped to prevent the cascade. I would list this under a bug so I think its fine if not I'll just turn in a save where kaslun died or something

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **April 17, 2013, 02:58:43 pm**

Quote from: Kromgar on April 17, 2013, 07:31:21 am

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You can try again, if that fails you can start a new adventurer, as this is a bit of an unfair start.

Also, I'm not sure if its a loyalty cascade, its rather that all the mortals want to kill the necromancers. I would expect that would be a permanent problem even if you survive, you might have become an enemy of Omon Woge. As for surviving in the house, minimizing the time between arrival and bodyswapping into Kaslun would be very important. Dropping out of travel mode here will start you almost on top of the house possibly with a direct line of sight to Kaslun:

Spoiler (click to show/hide)

After that you probably want to raise as many zombies as you can, and run. There's no reason to stay and pick a fight, there's are a lot of very dangerous armed to the teeth and angry adventurers in there. run!

Also since Thel is already aggressive to you you may want to reveal him as a vampire, that would mean he'd have a lot of other things to worry about besides fighting you.

Here's a list of adventurers in the house; hope I didn't miss anyone:

Stasbo humorbury the Tepid Blazes (Sappho) -mortal, swordsman

Nil Swifttoast the Colorless Complexity (Pie Maker) -Eerie mist thrall, necromancer

Thel Indigozephyrs the greatest wad of oil (Atomic Chicken) vampire, vampire hunter.

Kaslun Wadsomber the Whirling Anguish Kromgar, necromancer, nasty puss syndrome.

Adil Wireskin the suffering of Burning a companion of MrWillsauce. mortal

'explorer' (Logic?) couldn't talk to him, name unknown, wears dragon nail jewelry, and a copper whip. Probably logic legendfinder.

Other notable characters:

Quemer Dwellscribes; a fifty-eight year old child.

Ewas jawnedpasses; a fifty-six year old child.

a goblin pikeman

a dwarven axeman

8 human soldiers, different weapon skills (likely companions of our adventurers)

5-10 innocent civilians

Everybody can place their bets now.

Of course we all demand an entertaining report of the battle. It would also be good to know which characters have survived the slaughter.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **April 17, 2013, 03:43:29 pm**

The bug report has been posted:

http://www.bay12games.com/dwarves/mantisbt/view.php?id=6310

Please feel free to post further information to the bug report. I think it would be very useful if we had a link to the 2012 succession world save that has the same problem, I however can't find it.

Quote from: Eric Blank on April 16, 2013, 05:43:07 pm
Downloading turn 30 and making and retiring another adventurer (without interacting with any of the other adventurers) results in the bug recurring again.

Didn't notice this earlier, but that didn't work for me in an earlier attempt:

Quote from: Bralbaard on April 13, 2013, 06:37:05 am
I don't think we can scroll to the existing adventurers. Also, its not strictly caused by the number of adventurers on the list. I took one of the last working saves and started and retired five or six adventurers in that save, it did not trigger the bug.
.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Spish** on **April 17, 2013, 04:28:29 pm**

Check the modification dates on the raws. Maybe something was changed.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **April 17, 2013, 04:32:37 pm**

Now that you mention it, we replaced the raws at some point with a version from an earlier save because we had another crash bug, but that definitely was long before all these problems started. I also tried replacing the raws to fix the current bug, but that didn't work.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Spish** on **April 17, 2013, 05:30:17 pm**

Yo Kromgar, here's something else you could try. Reveal the building, talk to Kaslun (this is important), then use Dfusion's "Make Creature Follow" on him. Once he's technically your companion, fast travel out of there before anything nasty happens.

Then, with Kaslun and friends out of harm's way, you can swap into him unfettered :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **April 18, 2013, 10:37:50 am**

I'm going to start tomorrow on my round.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **April 18, 2013, 01:58:55 pm**

Quote from: Spish on April 17, 2013, 05:30:17 pm
Yo Kromgar, here's something else you could try. Reveal the building, talk to Kaslun (this is important), then use Dfusion's "Make Creature Follow" on him. Once he's technically your companion, fast travel out of there before anything nasty happens.
Then, with Kaslun and friends out of harm's way, you can swap into him unfettered :)

That would feel a lot like cheating though. From what I've seen when I visited the adventurer hideout is that Kaslun will survive the fight easily even when under computer control (he tends to run away early in the fight). The mortal adventurers in the house are likely to die, but none of those are on the turn list now, so the collateral damage wouldn't be too bad, and it should make a good story.

I likely won't be reading the forums next week, I look forward to catching up with the stories when I get back. Feel free to PM the next in line if needed.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **April 18, 2013, 02:24:09 pm**

I just realized, with Spish method everybody could be saved, even the mortals, that turns this in an ethical question (In DF that usually doesn't end well)

So what do people think, given that most of the characters in that house are not on the turn list anymore, should everybody be saved, or do we let the battle run its course?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **April 18, 2013, 02:34:35 pm**

Quote from: Bralbaard on April 18, 2013, 01:58:55 pm
Quote from: Spish on April 17, 2013, 05:30:17 pm
Yo Kromgar, here's something else you could try. Reveal the building, talk to Kaslun (this is important), then use Dfusion's "Make Creature Follow" on him. Once he's technically your companion, fast travel out of there before anything nasty happens.
Then, with Kaslun and friends out of harm's way, you can swap into him unfettered :)
That would feel a lot like cheating though. From what I've seen when I visited the adventurer hideout is that Kaslun will survive the fight easily even when under computer control (he tends to run away early in the fight). The mortal adventurers in the house are likely to die, but none of those are on the turn list now, so the collateral damage wouldn't be too bad, and it should make a good story.
I likely won't be reading the forums next week, I look forward to catching up with the stories when I get back. Feel free to PM the next in line if needed.

Note: Kaslun has no shield or axe because its in the museum

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **April 18, 2013, 02:43:53 pm**

That's probably why he gets hurt and runs away screaming. Although you can't rely on their running away to guarantee survival.

I'd vote, though, to have the adventurers separated. The game putting so many highly-skilled and/or invincible people who hate each other in the same room doesn't add up to a good time for all of us.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **April 18, 2013, 04:43:54 pm**

I still say there can only be one.

Plus it'll be great to just watch what happens.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Spish** on **April 18, 2013, 07:46:19 pm**

Only if the battle is well-documented by the player who witnesses it.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **April 19, 2013, 02:05:30 am**

Hmmm... Using the battle report, I bet we could make an entertaining claymation movie of the Final Fight using Sculpey or something like that. Post it on Youtube and link it here... That would be pretty cool.

Edit: or Legos...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Trapezohedron** on **April 19, 2013, 09:05:58 am**

Quote from: Bralbaard on April 17, 2013, 03:43:29 pm

The bug report has been posted:

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Downloading turn 30 and making and retiring another adventurer (without interacting with any of the other adventurers) results in the bug recurring again.

Didn't notice this earlier, but that didn't work for me in an earlier attempt:

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I don't think we can scroll to the existing adventurers. Also, its not strictly caused by the number of adventurers on the list. I took one of the last working saves and started and retired five or six adventurers in that save, it did not trigger the bug.
.

As for the bug, I can reliably reproduce it in my game by breaking the 30k active historic figure mark. It's possible to start a new adventurer, but you should kill yourself because once you retire, no more choosing that guy back.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **April 19, 2013, 12:05:57 pm**

Diary of Kaslun Dapsanig the Whirling Anguish

Date: Time no longer matters to one such as I
Spoiler (click to show/hide)
My name is Kaslun Dapsanig. I am a Necromancer who has created a great line of necromancers in the city of Omon Woge. When I had first heard of the museum I thought of the terrors of the world that might kill me. In that moment I sought Immortality in name and in being. So I worked up my skills and I assaulted a necromancers tower. There I obtained a set of books which I brought back to the museum. Sadly at that time I could not understand the contents of the book. I began another journey with a female companion we went on a journey to a site where an ancient Titan was said to live. The rumors were true. The beast was enormous and emitted an extract that made me spew pus for as long as I have lived. My companion killed the beast with a strike to the head but sadly she was killed by a ferocious camel in an accident. I lugged the Titans corpse alone to the museum. I felt the loneliest I had ever been in the world. Soon after I finally learned the secrets of necromancy. Now I am ageless. I no longer need to consume food or drink as the power of Necromancy sustains my body. But this pus... it remains a reminder of my mortality. That I can succumb to disease at any time. I have settled in a broken down home in southern dinnerwandered for now.

Date: Time is meaningless
Spoiler (click to show/hide)
A few others have moved in with me they are all practitioners of Necromancy they had learned from the tomes I had taken from the tower. But perhaps one of the most interesting is Nil Swiftoast. He is a dwarven man of small stature and great bravery. But he had an aura that of which was much more powerful than the necromancy we knew. He also wore shining armor light blue in color a metal I had never seen before.

Nil told me his story on how he obtained the powerful necromantic magic he was now infused with. He told me that when he was exploring he entered one of the corrupted areas of the world where he encountered a demon that spewed fireballs lighting the land ablaze. But what most interested me is the fact he said he felt himself die as a mist rolled down the land. But... he was not dead this I could see. But when i got a closer look at his eyes I could see his eyes were glazed over as if dead. He said when he came out of the mist he felt much more powerful and then had proceeded to kill the Demon in a single blow. I knew this must be the true way to immortality. I would make myself into a immortal being this I knew. But he told me more of his tale. He said he had found a cave which lead into the caverns below our world. There he found a fortress composed of a material with the blackness of night that couldn't even be scratched. He had heard voices in his head since he had been changed leading him to this very placed. He had also found an army of undead who had said they were guardians but nothing else. Inside he had found a sword made of what he knew as Adamantine. Adamantine he said is a mythical metal that Dwarves chased for across the planet. It was said the Metal made the strongest armor that could deflect any blow and any weapon made with it could cut through boulders. Nil said he had been overtaken by his Greed and pulled the sword from its pedestal. He had unleashed hell itself and slew the demons that poured from the opening. He had killed many and then fled the caverns. He had later came upon a abandoned dwarven fortress where he found adamantine armor sealed away. He had taken the armor for himself and placed the axe and shield he had found inside the museum for any to take.

So I called my new squire to go and obtain them for me so I may go and find this place of great Necromantic power and become an immortal myself. The Axe and Shield will surely be a boon in my journey

Next time on the Adventures of Kaslun Dapsanig

Besieged: Mortal Heroes attack Kaslun and Company (So how would I get the battle report to give to you guys?)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Trapezohedron** on **April 19, 2013, 12:56:10 pm**

Quote from: Kromgar on April 19, 2013, 12:05:57 pm

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<div>Next time on the Adventures of Kaslun Dapsanig</div>
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gamelog.txt. Root folder of DF

And yes, I'm not a member of this adv succession. :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **April 19, 2013, 02:40:28 pm**

The Day of the attack
[Spoiler](#) (click to show/hide)
Nil and I only wished for Peace but we were attacked. Surrounded the assailants entered the house. One had a whip which I attempted to take to no avail. Luckily my squire was right outside and said he had dropped the items right outside. I ran to get them and equipped them for the coming battle...

Then everything went blank. I suddenly felt enraged and realized what had happened. There was now blood everywhere I can scarcely remember what occured. My squire was now dead and I found Nil surrounded by Zombies. He and his zombies were now chasing roaming pets that attacked the undead. Complete and utter madness.

The gamelog.txt to be downloaded. I honestly have no clue how the explorer who was Logic died. I'm pretty sure I cleaved someone in two as well. Too lazy to check.
[Spoiler](#) (click to show/hide)
http://www.mediafire.com/?ow0z4o5zyqtbz16

http://imgur.com/a/SCnVO

Images of after what happened

I am now an enemy of Dinnerwandered

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **April 19, 2013, 04:00:13 pm**

I'm furious right now. I got Kaslun to bralbaards first fort and a monitor lizard attacked his left hand making it useless. I went down south to get a husk so I could pick shit up. I was incapable of doing so. So I went to retire and realized I wouldn't know where to find kaslun. Oh and his arm got cut off because he cant use his arms. Arn't husks supposed to be undead therefore nerve damage doesnt apply? Maybe I had to retire to make it affect him? Well now I dont know where to find him. God damn it. Can I just start a new character or should my turn be considered over since Kaslun is incapable of picking anything up?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **April 19, 2013, 04:04:20 pm**

Go around and bite everyone to death.

Seriously, I escaped a Giant Desert Scorpion, only to be ganked in my sleep by two measely goblins. You can suck it up.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **April 19, 2013, 04:12:18 pm**

Quote from: laularukyrumo on April 19, 2013, 04:04:20 pm
<div>Go around and bite everyone to death.</div>
<div>Seriously, I escaped a Giant Desert Scorpion, only to be ganked in my sleep by two measely goblins. You can suck it up.</div>

I can't take anything to the museum.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Trunqdle** on **April 19, 2013, 04:30:52 pm**

kill more enemies. suicide in the museum. there lie the corpse of Kaslun the handicapped husk. This story is about a brave warrior who cannot pick anything up. Swore to contribute to the museum, he wander the wild in the hope of taking treasures from far away lands. Unfortunately, his hand was cut off by enemies after he have become a legend. Brave enough to keep his word, he then killed himself in order to become one of the objects. R.I.P Kaslun.
P/S: also, you could try to find some were-beasts and get bitten. Your hand will grow back in the full moon. Profit. Nothing is impossible in this game.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **April 19, 2013, 04:41:43 pm**

Quote from: Trunqdle on April 19, 2013, 04:30:52 pm
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If you are a necromancer you cant become a werebeast

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Pie Maker** on **April 19, 2013, 05:02:54 pm**

Quote from: Kromgar on April 19, 2013, 04:41:43 pm
<div>Quote from: Trunqdle on April 19, 2013, 04:30:52 pm</div> <div>kill more enemies. suicide in the museum. there lie the corpse of Kaslun the handicapped husk. This story is about a brave warrior who cannot pick anything up. Swore to contribute to the museum, he wander the wild in the hope of taking treasures from far away lands. Unfortunately, his hand was cut off by enemies after he have become a legend. Brave enough to keep his word, he then killed himself in order to become one of the objects. R.I.P Kaslun. P/S: also, you could try to find some were-beasts and get bitten. Your hand will grow back in the full moon. Profit. Nothing is impossible in this game.</div>
<div>If you are a necromancer you cant become a werebeast</div>

If I remember correctly, you can be a werebeast-necromancer and a vampire-necromacer; you can't be both a vampire and a werebeast. However I'm not sure whether this applies when husked.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Spish** on **April 19, 2013, 05:11:18 pm**

Mainly because you can't be a werebeast and undead at the same time; which is precisely why you can't raise werebeast corpses, haha.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **NAV** on **April 20, 2013, 01:25:39 pm**

You could go find a big scary monster, bite a piece of it off, and bring that to the museum.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **April 20, 2013, 02:08:08 pm**

I'm also fairly certain you could go into the raws and temporarily add the [GRASP] token to whatever Kaslun is (dwarf, I think, maybe, not sure, too lazy to check), and that would let you pick up a backpack and put it on. I don't know if you need to be able to grasp in order to store stuff in your backpack, but at the very least, you could go on your adventure, then drag your treasure back in your mouth, then once you're done, remove the relevant token from the raws before uploading the save.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **April 20, 2013, 02:08:45 pm**

It'd have to be added to a body part, not the dwarf itself.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Trungdle** on **April 20, 2013, 03:18:58 pm**

add it to his secret body part that is hidden all the time. then use it to grasp stuff. just because.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **April 20, 2013, 03:30:14 pm**

Keep in mind that if you add the grasp tag to, for instance, the feet, then people will punch you with their feet, and wield extra shields with their feet.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **April 21, 2013, 04:25:38 pm**

Quote from: Putnam on April 20, 2013, 02:08:45 pm

It'd have to be added to a body part, not the dwarf itself.

Lol, I definitely meant, add it to the teeth. Herp, derp.

But yeah. You might get some weirdness, but it's either, deal with the weirdness, deal with not being able to grasp, or jump in magma and pass the save along.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **April 22, 2013, 01:50:24 am**

According to my notes so far, there is also already another adventurer on exhibit, placed there as a morality tale by Teshuil Despairdaub himself. Having Kaslun's body opposite would make that exhibit quite interesting: sort of a "Adventurers, Then and Now" type of thing.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Rumrusher** on **April 22, 2013, 01:48:10 pm**

so downloading the last save just to see that if I can recreate the issue. in-fighting can be solved by setting the 'spar' flag on adventurers known to fight with each other. You could possibly start a fighting tourney that way. First to be either knock out of the ring or pass out loses.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **April 22, 2013, 04:46:54 pm**

But what if we WANT them to fight to the death?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Rumrusher** on **April 23, 2013, 05:14:28 am**

Quote from: laularukyrumo on April 22, 2013, 04:46:54 pm

But what if we WANT them to fight to the death?

Then you end up pissing off other adventurers and cause factions issues and hostility to the retirement camp which is against the rules. okay just reached the museum and now installing all those bins and tables using advfort, kinda wonder if it's the result of over 30 people making adventurers

hmm there's a active 30k historic figure mark? then I guess the solution is to kill all the other remaining active units to make room but not murder fellow adventures, though I can check the legends mode so... I just remember I have a travelsummon script that will summon any historical unit to you if you travel/wait/rest so it's possible for the group to use that to call old heroes. Though it needs work like a delay command script so that it waits for the right viewscreen and the ability to search which adventurer you want to summon.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **April 24, 2013, 12:37:39 pm**

That spar tag might be interesting to use in the "Adventurer's Retirement Home" as well. Each new adventurer coming into the retirement home would help all the others to advance their skills as well. What would really frost the cake is if retiring a character automatically added the "spar" tag, while unretiring them automatically removed it. (So the whole process runs "in the background"). For people who want deathsport arenas for thier retired adventurers, maybe the process would need to throw out a comment screen like "do you wish this adventurer to continue their training? (Y/N)" with the "Y" toggling the "spar" tagging process to "on" while the "N" keeps the process in the default "off" position.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Urist_McGamer** on **April 24, 2013, 05:43:46 pm**

Quote from: Timeless Bob on April 24, 2013, 12:37:39 pm

That spar tag might be interesting to use in the "Adventurer's Retirement Home" as well. Each new adventurer coming into the retirement home would help all the others to advance their skills as well. What would really frost the cake is if retiring a character automatically added the "spar" tag, while unretiring them automatically removed it. (So the whole process runs "in the background"). For people who want deathsport arenas for thier retired adventurers, maybe the process would need to throw out a comment screen like "do you wish this adventurer to continue their training? (Y/N)" with the "Y" toggling the "spar" tagging process to "on" while the "N" keeps the process in the default "off" position.

When you say "Adventurer Retirement Home" I think of some nicely kept set of villas for the half-senile wheelchair bound adventurers who managed to not die long enough to reach old age.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Rumrusher** on **April 24, 2013, 05:54:09 pm**

Quote from: Timeless Bob on April 24, 2013, 12:37:39 pm

That spar tag might be interesting to use in the "Adventurer's Retirement Home" as well. Each new adventurer coming into the retirement home would help all the others to advance their skills as well. What would really frost the cake is if retiring a character automatically added the "spar" tag, while unretiring them automatically removed it. (So the whole process runs "in the

background"). For people who want deathsport arenas for thier retired adventurers, maybe the process would need to throw out a comment screen like "do you wish this adventurer to continue their training? (Y/N)" with the "Y" toggling the "spar" tagging process to "on" while the "N" keeps the process in the default "off" position.

the thing is spar flag pops off after reloading a site or npcs so by retiring your character with the spar flag on will be set off. Oh and setting your self to do nonlethal damage just means you don't provoke an attack but they could counterattack and hurt you causing them to be flagged as an enemy. Note how missing your first hit doesn't provoke an attack? that's what sparring does all the time. Though playing as an adventurer allows you to use sparring to wrestle a item out of anyone's hand without alerting the guards. Sadly forcing 2 units to fight each other in a spar match seem to be a match of endurance seeing who the one to pass out first. now as I think of it why am I setting up a wrestling ring in a museum?

Quote from: Urist McGamer on April 24, 2013, 05:43:46 pm

Quote from: Timeless Bob on April 24, 2013, 12:37:39 pm

That spar tag might be interesting to use in the "Adventurer's Retirement Home" as well. Each new adventurer coming into the retirement home would help all the others to advance their skills as well. What would really frost the cake is if retiring a character automatically added the "spar" tag, while unretiring them automatically removed it. (So the whole process runs "in the background"). For people who want deathsport arenas for thier retired adventurers, maybe the process would need to throw out a comment screen like "do you wish this adventurer to continue their training? (Y/N)" with the "Y" toggling the "spar" tagging process to "on" while the "N" keeps the process in the default "off" position.

When you say "Adventurer Retirement Home" I think of some nicely kept set of villas for the half-senile ~~wheelchair~~ minecart bound adventurers who managed to not die long enough to reach old age.

your kinda right well then time to pack up and move out to find ARH to set up a national ~~Bogey~~-wrestling league on their campus.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **TheFlame52** on **April 25, 2013, 02:09:44 pm**

What is the "spar tag"? Is it just [SPAR]? Where in the creature entry do you put it?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **April 25, 2013, 02:20:26 pm**

It's not a raw token, he's talking about using DFhack to hack the game into believing the target creatures are sparring with each other rather than trying to murder each other.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **April 25, 2013, 03:15:24 pm**

My programming ignorance rears its ugly head once again. Here I was just thinking that "spar" was a simple boolean flag. My apologies for the confusion.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Rumrusher** on **April 25, 2013, 09:37:21 pm**

Quote from: Eric Blank on April 25, 2013, 02:20:26 pm

It's not a raw token, he's talking about using DFhack to hack the game into believing the target creatures are sparring with each other rather than trying to murder each other.

yes a creature flag "sparring" will make them fight as if their training. it can be set on any unit and seems to been there since the dawn of Dwarf fortress.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **April 25, 2013, 09:53:00 pm**

However, as mentioned, once you offload the site, the sparring flag goes away and they try to murder each other.

I'm fairly certain that letting them duke it out won't cause long-term loyalty concerns, as they're mostly night creatures anyways. So I still vote for the Highlander solution.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **April 26, 2013, 09:00:33 am**

I guess everyone forgot about my turn. Everyone died. Unless you guys dont wat me to upload my save... I had started another adventurer but I dont recall said adventurer dying at all but when I went to play him again i had to load up game type. I didn't do shit this week because I had Finals. Sorry. I was hoping to outdo Pie Maker but real life got in the way. Also I have no clue what the adventurers name was but he has the adamantine axe and shield kaslun wielded. He must of been retired

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **April 26, 2013, 09:54:54 am**

I just returned from being away for a week.

What do you mean with "everyone died" is that -everybody- in the adventurer home?

I guess you should upload a save, so we can continue. If you remember anything about the battle or the rest of your adventures then posts on those subjects would be greatly appreciated, some of the people here posted that they were okay with a bloodbath at the adventurer home if it was extensively documented. It would be useful to know which adventurers survived. I guess others could use the combat log to reconstruct events but it is hard to understand; adventurers are not indicated with their names and there are dozens of combatants and reanimated body parts and cats involved.

Quote from: Kromgar on April 19, 2013, 04:00:13 pm

So I went to retire and realized I wouldn't know where to find kaslun.

For future reference: I think legends mode tells you in what town the character currently lives. you would still need to search that town, but it is doable. I found all the adventurers in Dinnerwandered by starting a few large test embarks, and browsing through the unit lists.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **April 26, 2013, 11:11:27 am**

The Gods of Olympus play their games with the mortals of the world, each with their chosen champion...

Zeus: "Aha! I'll have mine bring a dragon's egg to the appointed place!"

Ares: "Mine shall slay hundreds of vampires and bring back carts of their blood!"

Apollo: "Mine shall travel far and wide, bringing back a masterfully sharpened stone!"

Hades: "Mine will travel to Hell itself and bring back a Sword of Doom!"

Kromgar: "Mine will... eh, he's somewhere, and by the way everybody's dead..."

Everyone else: "Whaaaat?!!!"

That's pretty much what popped into my head when I read this.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **April 26, 2013, 01:36:07 pm**

Quote from: Timeless Bob on April 26, 2013, 11:11:27 am

Kromgar: "Mine will... eh, he's somewhere, and by the way everybody's dead..."

Kromgar however did submit the book collection and a titan corpse, the books shaped this world history more than anything else did so far. His last adventure may have ended in tragedy, but since we already dragged the pantheon into this, isn't that how most classical mythological stories end?

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **April 26, 2013, 03:42:08 pm**

Now that I've thought about it a bit more, Dwarf Fortress is almost tailor-made to tell Greek Comedies and Tragedies. If I can find a map of Greece done in Perfect World, I may set up an adventurer/fort game where adventurers do great deeds and retire on Mt. Olympus, if judged worthy by the Players/Gods who have taken the roles of the various Greek and Roman gods. Heck, there could even be a weekly poll determining what the next Great Task to be accomplished should be, simulating the Council of the Gods. Could be a lot of fun.

The only problem I see is the lack of boats. Helen of Troy would have to have "The beard that launched a thousand carts", for instance and Odysseus' journey might be swimming up a big river instead. Otherwise it would be interesting to set up forts to be the various cities/lairs of Greek mythology. The minotaur at Minos, the golden apples of the Hesperides guarded by the fire breathing cattle. The city of Troy and Sparta... All that great stuff.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Urist_McGamer** on **April 26, 2013, 04:08:50 pm**

Quote from: Timeless Bob on April 26, 2013, 03:42:08 pm

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I think I know what to expect for similar adventure mode succession worlds once the next version comes out and is mostly bug-free.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Zanzetkuken The Great** on **April 27, 2013, 09:39:23 am**

Quote from: Timeless Bob on April 26, 2013, 03:42:08 pm

Now that I've thought about it a bit more, Dwarf Fortress is almost tailor-made to tell Greek Comedies and Tragedies. If I can find a map of Greece done in Perfect World, I may set up an adventurer/fort game where adventurers do great deeds and retire on Mt. Olympus, if judged worthy by the Players/Gods who have taken the roles of the various Greek and Roman gods.

Why stop at Greece? You could include the westernmost portions of Persia, and northermost Egypt in order to, after the cities are set up, simulate Alexander the Great's conquering of the eastern Mediterranean sea, the city of Alexandria, an actual assault on Troy, etc.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Di** on **April 27, 2013, 12:29:08 pm**

Remove me from a queue, please. Again. Don't feel like df and don't think I'd be able of putting up any decent story any time soon and just want to get rid of a feeling of being obliged.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Rumrusher** on **April 27, 2013, 08:35:11 pm**

Quote from: Timeless Bob on April 26, 2013, 03:42:08 pm

Now that I've thought about it a bit more, Dwarf Fortress is almost tailor-made to tell Greek Comedies and Tragedies. If I can find a map of Greece done in Perfect World, I may set up an adventurer/fort game where adventurers do great deeds and retire on Mt. Olympus, if judged worthy by the Players/Gods who have taken the roles of the various Greek and Roman gods. Heck, there could even be a weekly poll determining what the next Great Task to be accomplished should be, simulating the Council of the Gods. Could be a lot of fun.

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let me tell you about sailing minecarts across oceans.

it's like skipping rocks across the lake, only your riding the rock and there's no seatbelts.

it's quite fun once you hit the right speed.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Zanzetkuken The Great** on **April 27, 2013, 08:50:39 pm**

Quote from: Rumrusher on April 27, 2013, 08:35:11 pm

Quote from: Timeless Bob on April 26, 2013, 03:42:08 pm

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let me tell you about sailing minecarts across oceans.

it's like skipping rocks across the lake, only your riding the rock and there's no seatbelts.

it's quite fun once you hit the right speed.

At random I decided to create a Greece-like PerfectWorldDF file that could be used for the world.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **April 27, 2013, 08:53:39 pm**

Now THAT is a capitol idea! Is there another violation of real world physics at work here, or does the mine-cart eventually stop skipping and sink? If the mine-cart does not sink, is there any reliable way to "catch" it on the other side or are the passengers doomed to explode upon contact with land once again?

I'd be very interested in seeing a "how to" post for setting up the device that would skip mine-carts. Can you imagine the series of island embarks adventurers could only access by using a series of such devices?

Title: Re: The Museum: Adventure mode succession world

Post by: Eric Blank on April 27, 2013, 08:59:33 pm

If only object density factored into whether or not an item would float on water. We could literally just float across in oak minecarts if it were possible for things to float.

Title: Re: The Museum: Adventure mode succession world

Post by: Timeless Bob on April 27, 2013, 09:00:26 pm

I'm going to set up a separate subject post for the Ancient Greece game and stop derailing the Museum stuff (which I'm still working up a Dinnerwandered street and sewer map for, even though RL has gotten a little busy. What can I say? The community here ROCKS.)

Title: Re: The Museum: Adventure mode succession world

Post by: Zanzetkuken The Great on April 27, 2013, 09:06:13 pm

Quote from: Timeless Bob on April 27, 2013, 09:00:26 pm

I'm going to set up a separate subject post for the Ancient Greece game and stop derailing the Museum stuff (which I'm still working up a Dinnerwandered street and sewer map for, even though RL has gotten a little busy. What can I say? The community here ROCKS.)

By the way, here are the parameters I made for various sized world of Greece (almost, I don't think it is entirely correct geographically, though):
http://dff.d.wimbli.com/file.php?id=7607

Title: Re: The Museum: Adventure mode succession world

Post by: Rumrusher on April 27, 2013, 09:30:26 pm

Quote from: Timeless Bob on April 27, 2013, 08:53:39 pm

Now THAT is a capitol idea! Is there another violation of real world physics at work here, or does the mine-cart eventually stop skipping and sink? If the mine-cart does not sink, is there any reliable way to "catch" it on the other side or are the passengers doomed to explode upon contact with land once again?

I'd be very interested in seeing a "how to" post for setting up the device that would skip mine-carts. Can you imagine the series of island embarks adventurers could only access by using a series of such devices?

it sinks after the force that push it ends. though I kinda have a ollie function for karts... sadly the ability to jump is only useful at [0:speed] fastdwarf 1 since syncing up the timing for jumps is near insane also adventure mode isn't that open in the air. but the fun of launching onto the air in slowmo makes up for it.

Title: Re: The Museum: Adventure mode succession world

Post by: Kromgar on April 28, 2013, 05:30:59 pm

Ok so I just went to mediafire where I uploaded the save... It isn't there and I deleted the zip file I had made. So should I just go and redo it with the battle royale where everyone dies and Kaslun just gets retired in some town never to be seen again?

I dont know what happened. Maybe the upload failed and I never noticed but the .rar of the save is gone

I am so sorry.

(Unless anyone knows if Winrar does backups of a archive that I can find in some folder)

(I could always submit Kaslun to whatever lives in Dinnerwandered the place is wrecked and it appeared there was blood everywhere I think Kaslun will die if I find what caused this.

Title: Re: The Museum: Adventure mode succession world

Post by: Eric Blank on April 28, 2013, 08:20:20 pm

Is there really no way to get the file back? No trash can it gets sent to to await further processing?

Title: Re: The Museum: Adventure mode succession world

Post by: Kromgar on April 28, 2013, 10:29:39 pm

Quote from: Eric Blank on April 28, 2013, 08:20:20 pm

Is there really no way to get the file back? No trash can it gets sent to to await further processing?

I habitually delete everything in the trashcan every couple of days.

I'll see what bralbaard wants me to do.

Title: Re: The Museum: Adventure mode succession world

Post by: Bralbaard on April 29, 2013, 03:38:17 pm

If the save game is completely lost, I think we should be moving on. There are a lot of people still waiting in line. Your story will still be there as a gruesome vision, a nightmare of an alternate reality where all our adventurers lost their sanity and started hacking eachother to pieces.

I'll pm thezoomzoll

Title: Re: The Museum: Adventure mode succession world

Post by: TheZoomZoll on April 30, 2013, 03:03:00 am

Due to lots of work and issues I cannot honor my turn right now.

Please pass it on and skip me if possible.

Title: Re: The Museum: Adventure mode succession world

Post by: Bralbaard on April 30, 2013, 02:56:23 pm

No problem, thanks for posting!

I've been a bit distracted today as our small monarchy had it's own succession event today. We are (ceremonially) ruled by a king now, after being ruled by queens for more than 120 years. The whole event involves a lot of partying. Anyhow, time to mint new coins again. Can't wait till the next version of df, when succession of the throne after worldgen will be in.

I'll pm commodore1024

Title: Re: The Museum: Adventure mode succession world

Post by: evictedSaint on April 30, 2013, 03:37:24 pm

This is a glorious thread, and if the wait-time wasn't approximately four months (15 players, 1 week each) I'd gladly sign up.

A couple of questions, though:

1) How did you gen the world to look so perfect? Mine always end up as a frightening mish-mash of fragmented continents and ragged coastlines.

- 2) Is there an end in sight? Will you just run this save until people lose interest, or are will you start a new one when Toady releases the next version?
- 3) Is there anything you can do to reduce that dreadful wait time? :(Maybe run two worlds in parallel? That'd probably get too confusing to manage though.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **April 30, 2013, 09:43:51 pm**

@evictedsaint: Why don't you help me make more stuff for the Dinnerwandered Gazeteer? You'll be contributing to the game while waiting for your chance to be covered in blood and glory.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **April 30, 2013, 10:19:05 pm**

@Saint:
The MAXIMUM wait time is 15 weeks. People have been getting skipped for various reasons, and others (like me) have gotten killed in extremely anticlimactic ways, leading to much shorter turns. I say sign up, who cares about the wait.

As far as the worlds, I don't think this was done, but there's the PerfectWorld utility that you could look into. I also foresee starting a new world when the new version comes out, if only because of all the adventure mode stuff, and the fact that this world is so old, we're getting glitches related to the large number of historical figures interfering with unretirement of adventurers.

And hey, no one's stopping you from doing your own succession game. I'd sign up for that shit!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **May 01, 2013, 12:26:15 am**

Quote from: evictedSaint on April 30, 2013, 03:37:24 pm
This is a glorious thread, and if the wait-time wasn't approximately four months (15 players, 1 week each) I'd gladly sign up.

A couple of questions, though:

1) How did you gen the world to look so perfect? Mine always end up as a frightening mish-mash of fragmented continents and ragged coastlines.

I did use the perfect world utility, though I don't think I made many changes to the landmasses, except for painting in "the adorable island". I mainly used it to get some control over distribution of volcanoes, rainfall and other variables. I did mess around with the settings for how much land should be above sea and how much should be water, those have a big influence, together with the number of ocean edges.

Quote from: evictedSaint on April 30, 2013, 03:37:24 pm
2) Is there an end in sight? Will you just run this save until people lose interest, or are will you start a new one when Toady releases the next version?

I will start a new game, but only once the new version is stable enough. I will close the turn list once that happens so new people won't be able to sign up, but people that are on the list can still play if they want to.
Edit: recent comments by toady, and the sheer amount of things that need to be finished before a release indicate that the new release is still very far away. I wonder what state our current world will be in once it is finally released.

Quote from: evictedSaint on April 30, 2013, 03:37:24 pm
3) Is there anything you can do to reduce that dreadful wait time? :(Maybe run two worlds in parallel? That'd probably get too confusing to manage though.

There's also the adventurer's retirement home, a similar succession game: <http://www.bay12forums.com/smf/index.php?topic=119384.0>
I highly encourage for other people to start their own games.

I'll add you to the turn list. Di requested to be removed from the list, so that makes the list a bit shorter.

Edit:And a bit shorter again, no response from Commodore1024, that makes it Argonnek's turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **May 06, 2013, 08:25:27 pm**

Everyone is timing out... This is a catastrophe!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **May 06, 2013, 11:11:19 pm**

Save downloaded and I'm playing now. I'll get an update up soonish.

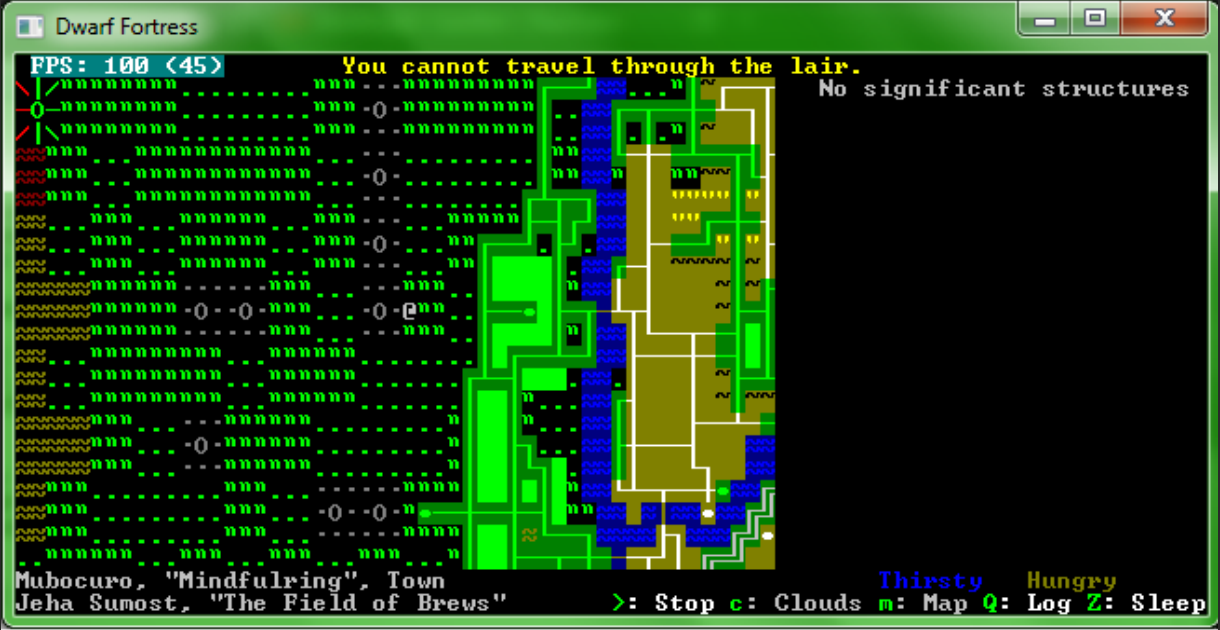
Personal diary of Zega Drillblots.

First entry 1103, Granite 23.
I spoke with a wanderer today, as follows:
Me: "Greetings! What brings you to our fine town?"
Wanderer: "I'm looking for the civilization known as Omon Woge. Their capital has a hall filled with treasure, I'm told."
M: "You stand in a township owned by the Lord of Dur Kunost. Omon Woge is north of here."
W: "Dur Kunost! I have a ways to go yet!"
M: "Not THAT Dur Kunost. We are two days' travel from Omon Woge at the most. THEY are fools who live by a haunted ocean!"

The wanderer walked away after that. Though I had never thought about it before, the promise of treasure has a strong allure. Perhaps I shall seek out this capital... No, I have a duty here. Very near is the lair of a vile, wretched creature of the night. Emofo Leechdwindles is a shapechanger who preys on the children and livestock of my village. It is said only copper harms him.

Though I hung my mace long ago, I am the only defender our little farming town has. Looking at it now, memories of my time in the military flash through my mind, but more importantly the mace itself is made of bronze, not copper. If I can do nothing with the mace, I shall be forced to use my knife.

Second Entry 1103, Slate 1.
I waited and busied myself with hunting small animals until the full moon had left the sky to assure my victory in the quest before me.



The gods test my patience.

In time I found the lair of the beast I was sent to kill. I found it in its filthy hole in the mud and killed it, but not without a fight. It managed to bruise me a few times. On my way out, I found some snake eggs. But these aren't normal, these are serpent woman eggs. No doubt orphaned by the wretch I killed. Perhaps they will serve as emergency rations later, but I can't help but feel that they're worth more than that.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **May 07, 2013, 01:56:48 pm**

You're close to where Laularukyrumo died, watch out for that giant desert scorpion corpse...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Caldfir** on **May 07, 2013, 05:02:32 pm**

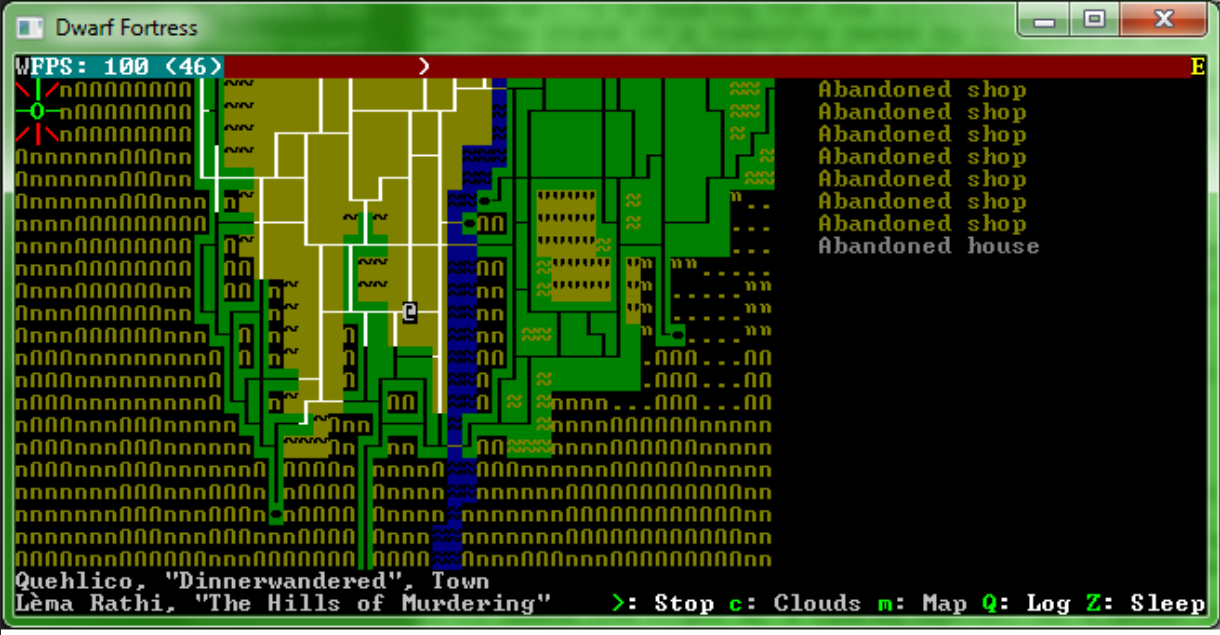
Is the work with mapping still ongoing? The new IsoWorld (<http://www.bay12forums.com/smf/index.php?topic=70700.0>) seems like it has desirable features (<https://dl.dropboxusercontent.com/u/32146097/FromNumberringstoWaypokes.png>).

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **May 07, 2013, 09:06:52 pm**

I'll spend the night at a nearby hamlet. As I enter the house, I notice two corpses on the floor. I tried to ask the residents about them, but they don't seem to notice.

Third Entry 1103, Slate 2.
In the morning I left and returned to my hometown of Duskbeats. I proudly report to them my success, but I sense they have no further need of me. Perhaps I will go to Omon Woge and find that hall of treasure the wanderer spoke of.

Fourth Entry 1103, Slate 3.
Dinnerwandered is a dismal sight. As I walk into the city from the outskirts, All I see are empty houses and abandoned shops. A lonely wind whistles quietly between dilapidated buildings.



I make my way into the walls of the inner city, but the situation is scarcely different. A small number of stores and a few houses still have inhabitants. Whatever happened to this town must have been devastating.

The keep itself is the worst. Piles of garbage and corpses abound. Despite the macabre surroundings, Loge - the guard - seems quite chipper.



Or maybe not.
As I quietly step away, he tells me that this is a museum that adventurers of old have placed artifacts of great power. I think he's making mountains out of molehills. All I see is garbage. I suppose these eggs I found would count. I'll leave these on a vacant table in case I don't come back. Loge then tells me of several old dwarven fortresses that might have something more fitting.

I just checked, and the stack of baubles made from humans that sits in front of the museum is *over 500 pages long!* How did that guy carry them all?

Title: **Re: The Museum: Adventure mode succession world**

Post by: **evictedSaint** on **May 07, 2013, 10:53:40 pm**

Quote from: Argonnek on May 07, 2013, 09:06:52 pm

I just checked, and the stack of baubles made from humans that sits in front of the museum is *over 500 pages long!* How did that guy carry them all?

The rings and crowns made out of human bones and stuff? A vampire was killed there and dropped it all.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **May 08, 2013, 02:18:15 pm**

The mapping is still ongoing - I'm familiarizing myself with the new isoworld and dfhack v3 already. (So pretty)

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Argonnek** on **May 08, 2013, 06:30:14 pm**

Fourth Entry 1103, Slate 3, continued.

Loge listed all of the available fortresses, including one that lies across the sea, and told of the adventurers who explored them. Only a handful are unexplored, including the one across the sea and a nice little place named Deathtraps. Since I don't feel like swimming, I shall head to Deathtraps to see if it is as dangerous as its name suggests.

... And was promptly slaughtered by alligators halfway through the journey. God Damnit.

The save is here. (<http://www.mediafire.com/?ziolx6wacraib61>)

Edit: The eggs count as my submission, since I didn't make it back with something better.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **May 08, 2013, 08:00:49 pm**

I'd say Bistra, The Illness of Spies is your God if you want one to damn something. She loves doing crap like that.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Argonnek** on **May 08, 2013, 11:43:35 pm**

Eh, "god damnit" is just an expression I've gotten used to saying. Though saying "Bistra damnit!" every now and then might funny. I'll try it at some point.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **laularukyrumo** on **May 09, 2013, 01:37:15 am**

Alligators are at least slightly more interesting than, say, a goblin ambush consisting of exactly two goblins. Seriously. Shouldn't I be able to just PUNT them?

Bistra dammit.

EDIT: Since I'm still bitter about the aforementioned goblins, I'm going to do something. It will be decidedly non-cannon, but I WILL pick up another adventurer and I WILL travel the route that Smige/Thele intended and I WILL write an epic story about it.

I also have no clue when/how she changed from Smige to Thele. What?

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **May 09, 2013, 01:59:18 am**

If you're going to travel that route, perhaps using adv-fort you could erect some shrines for others who want to make the pilgrimage? It's something that would be really neat to find as an adventurer.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **May 09, 2013, 10:13:36 am**

Quote from: Eric Blank on May 06, 2013, 08:25:27 pm

Everyone is timing out... This is a catastrophe!

It was not that dramatic actually. In fact, commodore1024 contacted me right after we skipped him, so I was a bit to fast (again) in skipping someone. Apparently he had downloaded the save and played a bit but he ran into FPS problems. If he can sort those problems out I'll squeeze his turn back in, but I haven't heard from him yet, so we will move on to Nan0zer0's turn. I've also added Laularukyrumo to the end of the list.

Quote from: Argonnek on May 08, 2013, 06:30:14 pm

Loge listed all of the available fortresses, including one that lies across the sea, and told of the adventurers who explored them. Only a handful are unexplored, including the one across the sea and a nice little place named Deathtraps. Since I don't feel like swimming, I shall head to Deathtraps to see if it is as dangerous as its name suggests.

Dashedstake and Crystaltombs are also still unexplored. Sunkengem was explored but has been completely rebuild since, so I guess that too, should count as an unexplored site. Then there's Plankstirred and Deathtraps of course.

Quote from: Timeless Bob on May 09, 2013, 01:59:18 am

If you're going to travel that route, perhaps using adv-fort you could erect some shrines for others who want to make the pilgrimage? It's something that would be really neat to find as an adventurer.

Is that possible? I thought constructions build with adv-fort where destroyed when you leave the site?

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **May 09, 2013, 11:08:26 am**

From what I understand, constructions, yes. Shallow tunnels in hills with carved walls or a statue or something in it like a medieval shrine? No.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **notquitethere** on **May 09, 2013, 12:15:22 pm**

I'm standing by should we not hear from Nanozero.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **slothen** on **May 09, 2013, 12:49:41 pm**

Pretty awesome this game is still going. I haven't read the whole thread, but i was checking out the OP, and I noticed there is an enormous inland lake with an EVIL ISLAND in the center.

How is there not a fortress there?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **May 09, 2013, 07:44:54 pm**

I forgot to say this earlier, but I'd like to sign up for another turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **May 09, 2013, 08:08:36 pm**

Is the map in the OP up-to-date with all the player-made fortresses? It doesn't seem like a lot...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **May 15, 2013, 02:32:44 pm**

It is up to date. There are 15 fortresses out there, that is quite a lot actually. I am not aware of any map in the history of DF with more fortresses, of course that means filesize has increased quite dramatically too.

Also Nan0zer0 did not show up. Up next: Notquitethere who hopefully will be quite there, in this case.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Spish** on **May 15, 2013, 03:05:05 pm**

Quote from: Bralbaard on May 15, 2013, 02:32:44 pm
It is up to date. There are 15 fortresses out there, that is quite a lot actually. I am not aware of any map in the history of DF with more fortresses, of course that means filesize has increased quite dramatically too.

Simply visiting each of the fortresses one time in adventure mode will pretty much alleviate all their contributions to the filesize; travel next to them, exit/reenter travel, then travel out; 40MBs zapped away. Toady didn't give a clear answer, but I'm guessing DF doesn't automatically pack away the fortresses after you've finished with Fortress Mode.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **May 15, 2013, 11:36:36 pm**

Totally irrelevant to most things, but I went into the save and fired up Legends mode, and confirmed that Smige Trailblizzards was, indeed, the official name of my adventurer, and she didn't spontaneously get renamed Thele Something-Or-Other. So I went back and edited the posts where I called her Thele, and fixed them to properly refer to her as Smige.

I'm also starting the previously mentioned Alternate Timeline Playthrough of Great Justice. Does anybody know a good way to view "hidden" legends mode information? Because I can't find the goblins that killed Smige, due to the world having been genned with "reveal all history" turned off. Since part of my grand epic quest is going to involve finding those goblins in particular and smiting them for great honor, I need to know who they were. Since I doubt I can get a quest to kill them, and most goblins, not being historical figures, don't announce themselves as "I am Stozu Stozustozu! Killer of Smige Trailblizzards," that method won't work... and I don't necessarily want to genocide all goblins just to get that information added. (Plus I'm fairly certain it doesn't work.)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **May 16, 2013, 04:59:00 am**

Gobs that kill an adventurer become quest objects. Maybe you could do an end run around the hidden events in legends mode by finding out the name of those gobs, checking up on them in the non-alternate history and trace them back to their origins, so as to have a general location for them in the alternate timeline? Sort of a time traveler leaving their future self in the past a note about who will be doing the **Really Bad Thing That Must Not Be Allowed To Happen**

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **May 16, 2013, 03:38:06 pm**

The trick is actually getting the correct goblin. And there's no way to influence what kind of quest you get, so I might just have to accept quests until I get the right goblin. Which would suck.

Also, the identity of these goblins is going to be hidden, because the event hasn't been revealed in legends mode. I went in and looked. No data on who killed Smige. She was listed as an enemy of two goblin civs, but one had zero data and one had very minimal data, and neither gave me any leads. The few unnamed historical goblins were not listed as members of either civ.

I figure I'll go handle the other two parts of my quest, and maybe let somebody else give me ideas and/or do legwork/haxxoring while my adventurer becomes badass enough to avenge Smige, as well as actually finding out who the hell did the **Really Bad Thing That Must Not Be Allowed To Happen**.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **May 17, 2013, 08:45:23 pm**

We'll just have to find a goblin who boasts of killing Smidge then retroactively seduce his grandmother... Yeah, that should do it...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Spish** on **May 18, 2013, 08:55:30 am**

Ok come on people; it doesn't take more than a couple hours to play through a session of adventure mode, probably even less than that if you died like a chump.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **May 18, 2013, 10:16:11 am**

Notquitethere send me a PM within an hour after he was notified of his turn, so he is working on something. While playing through a session of adventure mode can be short depending on your success, doing a proper write-up can take a while.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Spish** on **May 18, 2013, 03:19:29 pm**

That's why you do the write-up *after* you upload the save :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **notquitethere** on **May 18, 2013, 03:26:44 pm**

I've got a save to upload but at 130mb it's too big for everything. Any suggestions?

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Pie Maker** on **May 18, 2013, 03:37:01 pm**

Quote from: notquitethere on May 18, 2013, 03:26:44 pm

I've got a save to upload but at 130mb it's too big for everything. Any suggestions?

Use mediafire, I doubt it's too big for that.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **May 20, 2013, 04:14:07 am**

The dwarf fortress file depot (<http://dffd.wimbli.com/>) also accepts files up to 150 mb now. The file depot is however very slow for big files like this. Go for mediafire if possible.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **notquitethere** on **May 20, 2013, 06:49:21 am**

My name is Galka the bee. I don't know why they called me that, perhaps I was stripier as a child. This is my story of how I came to travel to the dreaded mountain halls of Deathtraps.

I had heard of the dwarven halls and the name intrigued me. On the 18th of Slate, 1103, I set out from the middles stretches of the Systemic Desert, and my first destination was a local fortress, Fissureclapsed in the Steppe of Distracting. I was wary while I treaded the steppes, focusing on my true goal all the while.

At the fortress I was nearly undone, there were such riches unguarded, amethysts, masterful clothes, and the like, that I nearly gave up then and returned to my village wealthy beyond my days. But I remained focused, I took only what equipment I thought might aid my quest. In my searchings I saw a wretched gobliness, hunched at the top of the tower.

I had come to the fortress primarily to seek military assistance, like so many travellers before me, but the fortress was empty of all but this abandoned prisoner.

I asked her to join me and she accepted. She was not imprisoned by chains or guard, but by the night itself and together we could safely cross the land.

We set out and I slept a night in the wilderness and when I awoke she was gone. If you ever meet Em Gozruetkuk tell her I bode her no ill will.

Still, I was in need of assistance for the way to the fortress was still further than a half day away.

So I travelled north to a cinnabar fortress, thin and squat like a blunt loaf of bread, it's red walls bleeding out from the wounded land.

There I found better armour and another prisoner, one Snamoz Singlehorrors. He claimed to be spinner and if he'd only done one horrible thing then Snamoz was a better person than most I'd met. He agreed to join me and that was good enough for me.

I was afraid of Snamoz running off in the night so together we sort succour for the night in a local cave. There we ran into the outlaw bowman.

And that's how we died, struck down by arrows before we even knew what was happening, my way lost in the Systemic Desert when it was the Steppes I had been wary of. Distrustful of my companion when it was the dark places I should have feared. Left unprotected by the armour I had scavenged so gleefully.

I am lost but perhaps you won't be. Perhaps you will find Deathtraps and live to tell of it.

Save (<http://www.mediafire.com/?8ba2oq8s5d143jo>)

Please sign me up for a hopefully more successful second turn.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Pie Maker** on **May 20, 2013, 08:29:06 am**

I love the fact that more people are dying trying to get to Deathtraps than the amount of people the traps are actually going to kill. (possibly 0)

Title: **Re: The Museum: Adventure item quest (adventure succession game)**

Post by: **Bralbaard** on **May 20, 2013, 08:32:26 am**

That makes it Eric Blank's turn. Which brings us back to the bug that makes unretiring characters very difficult. Our vampire overlord is squatting a house together with MrWillsauce, DFhack will be needed to extract him:

Quote from: Bralbaard on April 13, 2013, 04:12:58 pm

I've managed to track down most if not all of our retired characters. I've indicated their positions on Timeless Bobs map of dinerwandered: [Spoiler](#) (click to show/hide)

Still that's not nearly as bad as the situation that all other surviving characters are in. It will still be an interesting start for this adventure.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Eric Blank** on **May 20, 2013, 06:23:33 pm**

I've begun. It appears my current computer can handle adventure mode on this world although it's slow and I'm always paranoid about maxing out the ram. I'll post again if I hit a snag or if I have something written-up.

[edit]

Mrwillsauce's adventurer was Feb the stonecrafter, right?

[edit#2]

Here it is!

[Spoiler](#) (click to show/hide)
The Adventures of Bora Ragedance, Volume II

Part one: Raising Cain

Out of the setting sun came a young woman, armed with a halberd and inappropriately clothed for the hot northern weather. She strode with purpose through the streets of dinnerwandered, stopping only to read the sign in front of each shop she passed, until finally, at the opposite end of town one caught her interest. She quickly sauntered up to the door and hammered on it profusely. Soon, it swung open and a merchant stepped out. The two spoke briefly, too quietly for anyone to overhear, and soon the girl was ushered inside.

Inside the shop sat an armed dwarven maiden and a pikeman, chatting over their meal of giant ostrich lung and local ale. They paid little attention to the merchant and the girl as they passed into the next room in the shop. The girl entered alone, while the merchant went back to his labor of closing the shop up for the night. Within the back room an imposing figure of muscle, metal and greedy eye stood before the girl, one that most sane folk would shy away from.

Unlike many other women who entered the room to speak to this one very famous man, Adre was not simply infatuated with him. Instead, she

recited a single line: "We must raise Cain" and witnessed a miracle; an expression of surprise, shock, on the face of a man who had always seemed in complete control of the situation.

"Well, if it is the will of Ume, then it shall be done. But who sent you, girl?"

"Er did. She said we must raise Cain. She wants to do so on The Adorable Island. Our efforts in the south have yielded many servants, including myself, and Er has managed to fool the dwarves into building it for us. She also wishes that you would join us there."

Bora stood up with a sigh, grabbed his sword off the table nearby, and followed her out into the other room. He said goodbye to his dear, although none-too-bright dwarven friend, Feb, and beckoned the pikeman to follow him. As they left, he turned back to Adre and gave her a simple order, "Return to Er, tell her that I will be returning within the year, but on my way I must finish a few errands." He paused for a moment, and then turned to his pikeman; "Go with her. I'll be able to find other escorts." Without another word the two parted with their lord, heading westwards while he began the trek south through the town.

[OOC: I actually took them both with me, but lost them in a river because I thought it was going to freeze on me. It didn't, but I offloaded the grid they were in and they subsequently vanished. I have no idea where they ended up, although I assume they are still alive. Somewhere, somehow, even if we can't find them again...]

Bora trekked southwards, sating his thirst for blood with wild animals by day, passing the time in villages by night. While he was waiting for the sun to rise in Mindfulring, he learned from a local insomniac about the recent exploits of dwarves in the area. They had, in fact, built two fortresses which he had never heard of previously, all whilst he was playing his strings in Dinnerwandered. The Fortress of Deathtraps wasn't far off his intended route.

The next morning he swam upstream, southwards, passing Bunchgrove and skirting The Larval Lake. All through his travels through the rivers he herded a vast and ever-increasing swarm of fish ahead of him. He took joy in their slaughter, and spilled their guts, raising the corpses to make "fishy streamers" as he called his new undead pets. He came upon a hippo who slew his fishy streamers, and he spilled her guts as well, chopped them off, and stuffed them in his sack for the sake of a trinket with which to taunt the squeamish.

The Fishy Streamers!

Beyond The Hell of Prophecies he abandoned the river to trek through the desert to Deathtraps, but he was soon detoured southwards by a band of goblin warriors who promised their allegiance to him if he would slay a bandit leader plaguing their nation. However, when the time came to fight the bandits his goblin comrades turned on him, and he was forced to slay them and the bandits. He neglected to kill the bandit's leader, though. As he again turned towards Deathtraps he was ambushed no less than three times by more goblins, and each time he slew one, strangled and drank from the other.

Deathtraps itself failed to live up to its' name. He found a mysterious entryway at the top of the mountain there, and entered the fortress through a long, winding mine cart track. From there, the fun did begin. There was first some trickery of levers meant to open a hatch and seal the path behind with obsidian, which failed to be cast. Below was a room with more levers, each initially appeared to be linked to a pillar holding up the floor the lever was built upon. Bora saw through the trick on his first attempt, choosing to pull the lever linked with the most mechanisms. Immediately the floodgate to the next chamber opened and he proceeded unscathed. There was, at the end of the next hallway, a room with a well.

Carefully he slunk into the room, looking every which way for traps or hidden doors, but he found none but a floodgate on a ledge above, too high up to reach. He then looked down into the well, and saw beneath its waters a pressure plate. He climbed in and walked across the plate many times to no effect, and finally gave up. Instead, he chose to fiddle with the well, and suddenly a floodgate cut off the hallway he entered through and a torrent of water gushed down from the ceiling, flooding the chamber. Now, this probably would have been enough to kill any mortal who wasn't a proficient swimmer, but vampires don't need to breath, and Bora was a very good swimmer by this point. He was now able to reach the floodgate above, and found a lever to pull, opening it. On the other side of the gate was a short hallway of floor grates to drain excess water, although there was little, and beyond that ever-stranger passages of not-so-impending doom.

At one point there was what appeared to be a trick to force an adventurer to run down a hall away from a tide of magma, but this failed to trigger properly because there was also water rushing in from a mechanism designed to cast an obsidian wall in the hallway behind the adventurer. This ended up casting an obsidian wall under the magma spout as well, which left the device entirely impotent. Bora simply walked down the halls, and soon he came upon another spiraling mine cart rampway designed to carry people upwards. Wary of another poorly-designed but possibly still harmful trap, Bora chose to walk instead, and after safely crossing a catwalk over the volcano caldera outside, from which he could see some dwarven magma forges, he came to a room. The room contained a lever and a pile of priceless adamantine gear! Hardly feeling as though he deserved a reward for running around in that crazy little place that almost seemed more like a child's theme park, Bora nearly left without the adamantine. He did choose to take it all anyway, though, on account of it being unlikely anyone else would bother to go in after him.

Having run out of crazy dwarven shit to occupy his time, Bora wandered the slopes of the volcano and soon found a doorway leading into the forges he had spotted while crossing the catwalks. He entered, and found nothing else of interest within besides a single stairwell leading down. He followed it, and explored briefly the caverns below. In one, he found a single living dwarf; some farmer of little coin, whom he took with him on his journey. Overall, the dungeon was a 5/10. Would not run again. Not that it was possible to try it twice or anything since it was now mostly cut off, and Bora had taken all the loot.

Bora was soon forced to leave the fortress to continue his trek. He walked a short distance south to the village of Tiledshower, where he stopped briefly to chat with the locals. They told him about the fortresses of Silverywind and Plankstirred far to the south, which he soon set out to visit. Sometime that night the dwarf lost the adamantine battleaxe and he was summarily punished with a severe flogging. Bora took the dwarf south to the local humans' capitol of Stilledfeast. He visited the keep, talked to a child, then some bandits hanging out in the city dungeon whom he killed after the conversation. The dwarf died in the ensuing brawl, and Bora collected the adamantine form the corpse before leaving. Other than the sixty-year-old "child", everyone in the keep was dead. in fact, most of the city was dead. Bora simply left it to rot and continued southwards.

Soon, he stumbled upon a camp of rather friendly bandits in the desert, and rested there for the night.

Wordy words!
I feel kinda ill, though. Nap time...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **genericboy** on **May 22, 2013, 04:48:47 pm**

I'd like a turn!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **May 22, 2013, 10:48:53 pm**

Incoming!

Spoiler: Part Two: The Land of Amethysts (click to show/hide)
Part Two: The Land of Amethysts

In the morning, the bandits realized their leader had died in his old age. They did not hold it against Bora, whether they suspected him or not, and offered to follow him if he might lead them against their rivals immediately to the south, which he gladly did. By dawn six bandits and a vampire lord were on their way south, towards The Soaked Mountain. By evening, they had cleared this obstacle, and slept in the woods. That night, Goblins assaulted the bandits and slew them, although they recognized Bora as the legendary hero from Omon Woge, and agreed to escort him to the coast. When they arrived, the goblins departed and Bora spent three days in the surf, before finally he felt safe that the sea here never froze, and he struck out the dawn of the 17th of Felsite, 1103, south-south-west, towards where he had heard stories of an island like no other. A Land of Amethysts, where great beasts roamed free, unhindered by mortal man as the island were defended by savage and cruel elves. He had many hours to contemplate the truth behind the legends on his journey through a raging sea. Not a single living thing was to be found in these waters. Nothing undead either.

On the eve of the 17th of felsite, 1103, Bora Ragedance set foot on the shores of The Land of Amethysts, and was greeted by a shivering landscape of woodland, freezing desert and tundra, seemingly devoid of civilization, yet teeming with life on an impressive scale. He hunted the woods as he travelled, and slew many giant birds and animals twisted into humanoid form. There were elk among the emus and crows and mosquito men. There were undead grasshopper men, more a walking exoskeleton than anything. They and many other undead stalked the sinful wastes in search of the living, but they paid no mind to Bora, even as he slew them for fun. After two days trekking across the island to the south-west he came upon a lone wooden cabin where forests met deserts. It was Plankstirred.

That mid-sized wooden building housed a very basic trade depot, and was all that was visible above-ground. In a tiny room next to the depot was a wide stairwell, which went down only one story into a series of living chambers carved out in the soil. It featured only a scant few workshops, beds, dining area, and a farm area. Below that was a single room carved out of the andesite bedrock, seemingly only used as a quarry. The quarry contained one other occupant among the stones; a single dwarven woman, who had nothing useful to say. Bora found only three items of interest; a stone bracelet, ring, and toy boat. There was some food stuffs and clutter lying around, but other than the constructed furniture this was the only evidence of anything being produced on-site.

Bora slept that night in one of the finer beds on the north wing, despite technically not requiring any such sleep. In the morning, he left to the east, and for many days he skirted the coast of the island, surveying the landscape. He hunted moose in the Combined Forests of the native savage elves. Specifically, he enjoyed chopping them in half.

Soon, he arrived on the south-easternmost tip of the landmass, in a place the elves called The Geared Tundras. He haunted the icy landscape like a native beast, but soon he noticed something astonishing off in the distance: What looked like a town. Closer he crept, but before reaching the town he was spotted by a party of goblin bandits, whom he killed. He took the corpse of one of the bandits to town with him, where he was met by many other goblins, astonished to see a human out here in these wastes, yet they claimed to have heard of him. Those whom he himself had never even heard of apparently had caught word of his exploits. Apparently, the elves propogated the news to the goblins, and the elves had heard if from dwarven traders sailing the coast, which didn’t really fit past descriptions of the elves’ behavior, but they didn’t specify whether the elves had captured the traders or not anyway. Bora suddenly wished he had a boat...

Still not quite up to date, but I didn't feel like writing any more for the moment.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **May 23, 2013, 12:06:27 am**

People have come in to this thread and said: "nobody will ever visit the remote parts of this world, it is simply too large" and "why did people build plankstirred, surely nobody will ever be able to visit that location"
I'm glad they have been proven wrong, even if Plankstirred might not have been the most interesting place.
Also it is a shame that Deathtraps seems to be a one visit only place. A lot of work must have gone into those traps. Will the cast obsidian be saved once the site is ofloaded, or will it be cleared?

I've added Genericboy to the list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **May 23, 2013, 02:16:00 am**

That's a good question. I can always go back and check after this adventure.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **May 23, 2013, 02:31:03 am**

Now that would be an interesting bug to exploit in further dungeon engineered exploits: the magically resetting dungeons of almost certain doom...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **May 23, 2013, 04:57:30 am**

Well, here's part three of my adventures...

Spoiler (click to show/hide)
Part Three: Unicorn guts

Bora soon abandoned the filthy creatures to their infighting and headed south again, to finish his circumferential trek around the coasts. The goblins pointed him to a city on the coast, Monsterrenown, apparently across The Disgusting Jungle, which divided the tundra on the southern half of the island into two halves. The other half to the west was called The Healing Frost. Bora made it to the treeline in good time The trek through the woods seemed comparatively long and miserable, but that may have just been due to the accumulation of a horrid, bright-pink slush. It was undeniably revolting to behold for all the senses. It burned the retinas, singed the sinuses, felt like some hideous soup of guts and ichor from a great insect, and the horrible glop-glop-glop it made as one trekked through it... Bora could barely tough it out enough to reach the tundra on the other side, only to find out that the city of Monsterrenown was, in fact, built partly in the forest.

Monsterrenown it seemed was an enormous city, rivaling Dinnerwandered in many aspects. There was no conceivable room for expansion without calling the new structures part of their own town. The streets were a labyrinth of snow-drenched wood and stone, made worse by yet more of the hot-pink revolting slush. The entire place appeared abandoned, besides a puff of smoke coming from the city keep. That is where Bora headed, and that is where he met their law-giver, Stasost Groupwitches, a hideous woman of average build. Luckily for Bora, she had no interest in diplomatic association with foreigners, and he was able to leave her in her sick little castle.

Bora did, however, hire an off-duty warrior to travel with him. The soldier led him to a cave outside town, The Crevices of Blinding, which he promised was a hive of filthy kobold scum whose demise would seal Bora’s place in the royal court and the goblins’ allegiance to him. When they arrived, there was, sure enough, a kobold thief to slaughter. It was the only kobold in sight. The pair crept into the cave in search of more of the vermin, but all was not as it seemed. As Bora explored one end of the maze, the goblin attacked him from behind, the blow glancing off Bora’s helm. The ensuing fight was quick, and the goblin had stood no chance. Bora finished his survey of the cavern but found not one more kobold. If they used this cave at all, it was probably to sneak out from the caverns, rather than crossing the tundra.

Escaping the caves, Bora set out westward across the tundras. Along the western seaboard were more goblin settlements, which Bora found relatively welcoming. However, when he visited the city of Boilmenace, he found naught but haunts and madness. There wasn’t a single goblin in the city, nor anything more civilized than a goblin. Not in the sewers, not in the dungeons, nor any of the many perfectly-intact buildings. Perhaps it had been sacked, but maybe the inhabitants were simply driven out by the magic flying muskoxen of the tundra and their elk allies:

The world may never know...

The somewhat aggravated vampire travelled north along the coast, through the undead-filled Hills of Barbarity and into the mind-numbingly “good” and “pure” Jungles of Consideration. There, he hunted the local beasts, and came upon a rare and beautiful sight: unicorns! He promptly butchered several of them, spilling their guts and lopping off their horns, ripping their hearts out and hacking off heads. He reanimated one of the heads and took it with him. The next day he travelled back Eastwards, and stumbled upon the Elven retreat of Umberlace. Hiding his more despicable possessions and the undead unicorn head, he spoke to the elves. They told him their allegiance could be bought by dethroning the Law Giver Stasost, and soon Bora set out for Monsterrenown once again. He could live with making one more circuit through the tundras.

When he returned to the keep of Monsterrenown, he was not welcomed with open arms. Rather, he was assaulted with unsheathed arms, but soon he had entered the keep and smashed in the skull of Stasost, ending her reign of terror. He then crept into the castle dungeons to weed out those so wicked even the goblins would seek to undo them, yet found them the only openly friendly souls in the land. He spoke to the chieftess Dostngosp Flyraces, who led her warriors with a crossbow.

Although she was unwilling to talk about the area around Monsterrenown, she had no such issues discussing her family history very openly:

She said it with a completely straight face, without the slightest hint of disdain. Weary that this woman was more troubled by his actions than she admitted up front, Bora immediately left to hang out with the many other bandit gangs whose family members he had not recently hacked to pieces...

I honestly don't recall that guy yelling PREPARE TO DIE or anything, but sure enough he's in my kill list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **May 23, 2013, 06:53:55 am**

This new patch is going to change so much. It will be great to start fresh. (No way saves will be compatible) The continuing history the changes to vision and stealth and how active cities are is going to change so much... Oh and dwarf fortress, elven retreats, and goblin cities/towers. A new museum will be so much more fun. Also trading for steel will finally be possible

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Pie Maker** on **May 23, 2013, 08:45:34 am**

So Deathtraps was a complete failure? Well, I can't say I wasn't expecting that; the original deisgn was far more challenging but I ran out of time so I had to cut most of the real traps. Also, the cast obsidian passage seals didn't work well? I guess I should have tested them properly. However, I'm happy to see that the well-trap (sort of) worked! Also Bralbaard, yes, the dungeon can only be done once, as I had no time (or will) to make the place re-settable.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **May 23, 2013, 04:42:56 pm**

In recent news, I found out that Dostngosp's daughter is actually a member of her gang; a pikemaster that hangs out in the room with her.

In even more recent news, Part four is here!

[Spoiler](#) (click to show/hide)
Part Four: Round Trip

Our antihero sought out and slew one of the competing bandit gangs in Dostngosp's name, although she did not react in any meaningful manner to the news. Bora soon left the dungeons, finished mopping up the goblins in the keep, and then left the town to the west, making his way back to the goblins of The Mute Dungeons, whom were relatively hospitable. Bora met one of their patrols in The Healing Frost. He soon arrived in the hamlet of Liedecay, where he was greeted not merely by goblins. A large part of the population was composed of the various denizens of the underground, including reptile people, amphibian people, and olm people. He spoke to an amphibian woman farmer named Aslot Menacefinders, who gladly told him about the surroundings and to seek the capital of Demonstuttered south-east of the town. Demonstuttered itself was only a slightly larger hamlet. In more interesting news, Bora now knew the locations of many of the lairs of great and meek beasts across the tundras.

The beastmen could only entertain the immortal one for so long, though, and after killing a night creature and bandit for their praises, he headed north once more for the coast. On the morning of the third of Hematite, 1103 he set out for the mainland once more, and by early afternoon he had arrived, and shortly thereafter ransacked the cave of Authorscarred. He was soon well on his way to the north with his trophies of triumph. Along the way he slew many woodland creatures, just because they happened to be there. Two days later he had skirted the foothills of The Soaked Mountain and proceeded north though The Stinky Hills, which didn't smell THAT bad compared to some other things. Far too many staring eyes and wormy tendrils for his tastes, though. The army of one took a detour east to the labyrinth Throwstands. There, he engaged the great man-slayer Nemen Squashedgrizzlies the Awe-Inspiring Direction the minotaur. The fight was quick and decisive:

He endeavored to lop off her foot anyway, just for a trophy. She wouldn't hold still enough for him to snag a horn. Immediately afterwards Bora also engaged Arazi Itchhollows, whom he assumed was Nemen's daughter. Any fatal blow did not immediately assure her death, but instead she was beaten to a pulp.

The omnicidal maniac turned his attention northwards again, and eventually he came to the city of Peachcooked, which was refreshingly well-populated compared to every other city he'd come upon. He remained there for one night in a shop dedicated to clothing, and then his journey carried him north through the systemic desert for what seemed like an eternity, until finally, on the eve of the 10 Hematite, 1103, Bora stepped through the gates of the keep of Dinnerwandered to forever cement his claim to glory into the eyes of all who gawked at the exhibits of the Museum. No mere goblet could suffice to do that.

There, he placed his collection of adamantine gear and coins, relics from plank stirred and various body parts, to show that no treasure or place was too far-flung or mythical for him to reach, and no beast too mighty for him to slay.

I am Bora Ragedance the Allied Flesh of Nourishment!

Prepare to die!

I think I will spend the rest of my turn wandering the caverns in search of another of the fabled mysterious structures, then head west to retire. I don't think this computer can handle a fortress of any size...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **May 24, 2013, 02:45:30 pm**

[Quote from: Eric Blank on May 23, 2013, 04:57:30 am](#)

....The somewhat aggravated vampire travelled north along the coast, through the undead-filled Hills of Barbarity and into the mind-numbingly "good" and "pure" Jungles of Consideration. There, he hunted the local beasts, and came upon a rare and beautiful sight: unicorns! He promptly butchered several of them, spilling their guts and lopping off their horns, ripping their hearts out and hacking off heads. He reanimated one of the heads and took it with him. The next day he travelled back Eastwards, and stumbled upon the Elven retreat of UMBERLACE. Hiding his more despicable possessions and the undead unicorn head, he spoke to the elves....

Human, did you happen to see our pet unicorn nearby?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **May 24, 2013, 03:43:02 pm**

I love it! :P

~~Anybody remember if any of the fortresses already existing have access to the third caverns? I think deathtraps did, but I didn't feel like running all the way back down there...~~

Meh, I went to deathtraps anyway. Got my sword too!

[Spoiler: Part Five](#) (click to show/hide)
Part Five: Glow in the Dark

Bora marched down the stairs, and once again looked over some of the exhibits in the museum. He was astounded to see a short sword of adamantine, of craftsmanship entirely foreign to him and yet obviously of masterful quality. It reminded him of an ancient tale of the dwarves, one meant to warn against digging too deep and too greedily. It spoke of the pillars of adamantine from which the metal was mined, and of great fortresses in the depths, built by unknowable hand and infested with the walking corpses of beast men. At their center was some form of shrine; a sword embedded in the stonework, beside a floor of lustrous sky-blue light, beneath which were imprisoned great beasts most foul. The sword was always said to be made of adamantine, having no evidence of hammer blows or workmanship and yet simultaneously of amazing quality. Bora knew that if he were to prove that nothing was beyond his reach, he too must have one of these. One of his own. And he knew just where to go to find depths so deep: Deathtraps.

The unstoppable army of one flew south with surprising speed, even for himself, and soon he stood on the slopes of the volcano Deathtraps was built within. Marching inside and down, he was soon in the deepest of caverns. It would have been darker than any mortal could imagine, had there not been a soft blue glow emitted from pillars of adamantine breaching the cavern floor here and there. Bora, remembering to keep check of his direction, set off to the east of the fortress. It was not long before he found what he was looking for; a dark and ominous structure.

The walls were of the darkest shade possible. They did not reflect nor emit light, and it was impossible for Bora to see where he was going, but soon he found a staircase leading downwards. The undead of the place wisely and respectfully ignored him even as he stumbled over them. Soon,

though, he stumbled back on his path and noticed a faint blue glow, and around it heaps of beastmen resting lazily. The sword, large and impressive stood there as one leaned against it. With a mighty yank, he ripped it from the stonework. The brilliantly-lit floor vanished before his eyes, revealing a stairwell leading down.

Bora did not endeavor to explore further the blackness below, and instead crept away in silence. Soon he had escaped the fortress, regained his sense of direction, and wandered back to Deathtraps. Once on the surface, he began his flight to the west, to finally oversee the raising of his Cain.

The journey west was long and uneventful, short of many encounters with familiar beasts and night creatures. He retired in the early summer, in a town inhabited by goblins, in the back-end of nowhere. From there the final days of his campaign could play out.

So that's it. Bora survived and thrived. Braalbard, how much time do I have left to try for a quick fortress?

Also, we have a problem: according to legends mode, there's only one megabeast left in the entire world! I suppose the rest would possibly be hidden by the fact we've never heard of them and so they don't show up in legends, but this still surprised me.

Another useless fact: Bora can swim faster than he can run! By 300 speed points!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **May 25, 2013, 01:58:19 am**

You have until a week after the start of your turn.

Also, for as far as I know the world is still in the age of legends, there should be many beasts left. The world status is only updated when the year changes, so we'll know after you build your fortress.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Pie Maker** on **May 25, 2013, 06:26:50 am**

So another sword has been retrieved from the depths. Bravo! Great turn, loved the narrative.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **May 25, 2013, 09:02:06 pm**

Alright, here's the save:

http://www.mediafire.com/download/pon683taxoi7w60/Museum_Turn_36_-_post-Bora.zip

I was unable to run a fort successfully because this computer has too little RAM to run fortress mode alongside anything else.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **May 26, 2013, 07:12:01 am**

I've send the flame52 a pm.

Eric, which of those items can I write down as your official submission?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **May 26, 2013, 10:39:34 am**

Uh... The andesite toy boat from Plankstirred. :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **May 26, 2013, 02:41:48 pm**

:D added to the list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **May 26, 2013, 04:24:11 pm**

Also, could you add me back onto the turn list? There's no way I'm gonna put up with this computer for another three months :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **May 26, 2013, 04:31:08 pm**

Read all this thread from start to finish - what an epic read!

I would like to be added to the list for a turn, even if that will take months and there might be a new version out by then!

Bravo to all the brave adventurers who have returned tributes to the Museum!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **TheFlame52** on **May 31, 2013, 12:14:38 pm**

Am I still next? I've been grounded from the computer because of bad grades, but now that school is over I can take my turn. I will post an adventure ASAP.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **May 31, 2013, 01:59:27 pm**

Quote from: TheFlame52 on May 31, 2013, 12:14:38 pm

Am I still next? I've been grounded from the computer because of bad grades, but now that school is over I can take my turn. I will post an adventure ASAP.

Yes, you're still in time for your turn.
I've updated the list with the new players.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **TheFlame52** on **May 31, 2013, 04:51:22 pm**

Is there any way I could do an adventure as a goblin? I've been planning to do an adventure on the small, evil island in the southeast. It was covered in towns, so I assumed it was human. I just now found out it was goblin.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **May 31, 2013, 05:12:32 pm**

Nope. That requires modding and a regen to take effect, which would destroy all of our progress.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **TheFlame52** on **May 31, 2013, 05:13:38 pm**

Darn. I guess I'll make up the adventure as I go.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **TheFlame52** on **May 31, 2013, 07:02:25 pm**

Adventure Start

Day 1
My name is Flame Kofibudo, Candleroad. I live near Dinnerwandered and its fabled museum. Adventures always travel through my village, asking for directions and things to kill. I decided that if it was so great, I would check it out myself. I picked up my old bronze sword and shield and left home.
I killed a honey badger and butchered it. It attacked me when I was crossing a river. I stayed in a town about a quarter day's travel from Dinnerwandered overnight.

Day 2
I reached Dinnerwandered and visited the keep. There was a shop with a room full of bodies and teeth. There were seeds strewn randomly about. Even more objects were scattered outside the museum. Bodies, piles of clothing, meat, and a toe.
I traveled to the abandoned dwarven outpost nearby. I look around and see... a bed. A cinnabar one to be exact. Floating in midair. What. I threw a rock at it, but it didn't come down. Bummer, it was a pretty bed.
While exploring the fortress, I picked up a gold bar and a gem to finance my expeditions. I also saw an artifact copper axe in a bin. I had heard about enchantments on bins so that they would not give up their treasures, so I just dumped out everything but the axe and took the whole bin. I put my gold and gem in it.
In the caverns I discovered, then ran away from: a forgotten beast, a necromancer, a zombie dragon and a zombie dragon skin.

I deposited my loot on the surface, inside the fort. Then I went to go challenge the forgotten beast. We fought, I made it angry, it turned me into mush. My final wish is this: bring my bin to the museum - while it may not be much, it is all that is left in this dying world. Now, I must die.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 01, 2013, 12:24:49 pm**

Ah, Sunkengem..
I don't know what's going on with the floating bed, I don't remember an artifact bed, nor do I have an idea how it manages to defy gravity like that. It would make a nice tourist attraction.

Also, are you building a fortress now?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 01, 2013, 01:04:11 pm**

These are the End of Days, when the world has moved on and slowly the fabric of existence unravels... The great powers of the world are waning, man and beast alike. They are being replaced by wanderers and beings of terrible power. The signs are all around us, my friends: Beds hover in the air and the undead live in a small, well kept cottage in southeastern Dinnerwandered. Truly, Chaos has come to claim us all...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **laularukyrumo** on **June 04, 2013, 10:46:06 pm**

Bumping this thing here because.... IT HAS FINALLY BEGUN.

I have officially started the splinter side-story off of this, my quest to avenge the incredibly unceremonious death at the hands of two goblins. Disproportionate retribution, and how.

<http://www.bay12forums.com/smf/index.php?topic=126829.0>

Enjoy! (I hope)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **TheFlame52** on **June 05, 2013, 08:52:32 am**

I'm not going to be able to give you the save. Sorry.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **June 05, 2013, 09:55:59 am**

Only three more months to go till my turn...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 05, 2013, 02:50:59 pm**

That makes it my turn.. Downloading now..

[Quote from: laularukyrumo on June 04, 2013, 10:46:06 pm](#)

Bumping this thing here because.... IT HAS FINALLY BEGUN.

I have officially started the splinter side-story off of this, my quest to avenge the incredibly unceremonious death at the hands of two goblins. Disproportionate retribution, and how.

<http://www.bay12forums.com/smf/index.php?topic=126829.0>

Enjoy! (I hope)

Nice! try not to spoil any sites not yet visited in this thread though (like Dashedstake)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 05, 2013, 03:11:27 pm**

OMG: There'll actually be a use for the "Spoiler" tag in the splinter...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 06, 2013, 03:02:59 pm**

Day 1:
My name is Hadewich Whiskerfarm.
Welcome to our little town!

The name of this town? Fiercejuggler.: Funny name for such a boring place.

[Spoiler](#) (click to show/hide)

Nothing ever happens here.

Today was different though, today I found something.
Right in the middle of the road.
A paper! With letters on it!

Since I'm bored a lot, I spend a lot of time eating, but sometimes, when there's no food, I teach myself to read.
So I picked up the paper, and read the Big Letters on the top of the paper:
Dinner...wand..ered Gas..Gazeteer! it said.
I know about Dinnerwandered, It's a big town. They say there was a fishman king there, who ruled over us, many years ago.
The small letters were hard to read. Luckily there were a lot of pictures. pretty pictures.
The small letters said something about heroes, and a Mu..Museum, A museum with a toy boat and dead people.
Then at the end, it said something in big letters again, it said anyone could go there and become a adventurer and.. and be famous!
When you're famous, I think you never have to be bored.
There will always be interesting people around, and good food.

I think I'll go to Dinnerwandered today, and get famous. I need to buy new food anyhow.
Since I'm going on a adventure, I think I should bring a weapon, and armor.
There's an old silver axe above the fireplace that I can take, sadly there's no armor that will fit me, I'll just take this copper shield.

Wish me luck!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **June 07, 2013, 03:46:45 pm**

Quote from: evictedSaint on June 05, 2013, 09:55:59 am
Only three more months to go till my turn...

A mere 16 weeks for me... That should be about the start of October... Still worth it though to be part of something this epic :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 07, 2013, 04:16:22 pm**

I arrived in the museum late in the afternoon.
The place was a mess! There was blood everywhere, and dead creatures, and random rubbish..
I really should have started cleaning the place, but I got distracted.
Between the rusted armor and rotting monsters, I found a stairwell leading down, into the dungeons.

The stairwell ended in a narrow hallway. There was a door to the north, a heavy door. The lock had already been forced, likely by previous adventurers. The next room had a dead kobold in it, his teeth were scattered throughout the entire room.
A dead kobold! I already felt like a real adventurer.

I walked through some other passages and came to another door and opened it, only to be nearly scared to death by a living kobold.
The creature hissed: "No!! not again!"
It tried to stab me with a pointy spear. "This time, you will not pass!" it screamed. "Sluguflonkus will stop you!"
I counterattacked with the only tactic I knew, I threw my full weight at it. I slammed right into the creature, knocking it down, and pinning it to the ground. I then clumsily hit it twice with my axe. It was enough to kill the creature. I stood up puzzled by what the kobold had said.

I looked around the room. The dust was marked by signs of other battles. Several kobold corpses were scattered through the room. I looked more closely at one of them and was shocked.. it looked exactly the same as the kobold I had just killed! I looked at the other corpses and the one in the previous room and found they were all exactly alike apart from the wounds they had suffered.

I panicked, I ran back upstairs, ran out of the museum and into the courtyard, only to trip over another kobold corpse. This one too was an exact copy of Sluguflonkus. I ran further away, but quickly lost my breath as I'm not really build for this kind of exercise.

While I tried to catch my breath my senses caught up with me as well. I would be a really bad adventurer if I let myself get spooked that easily. With shaking legs I went back down into the dungeon, slowly moved towards the door, and opened it.
There was no question about it, it was the same kobold again, standing over his own corpse.

It knew what was coming but would not run away and neither could I; It was too fast and aggressive, I had to kill it or die myself. With tears in my eyes I brought down my axe repeatedly, until Sluguflonkus stopped moving...again.

The poor kobold must be under some horrid curse. Bound by dark, unknown forces to protect this room from the adventurers send forth by the museum, and resurrected by those powers every time he failed. What had the poor creature done to deserve such a horrid fate?

Suddenly I had an idea, I ran upstairs and returned with a book. Sluguflonkus had not yet been resurrected, but he soon would be. It would however be different this time, and it would not just be him, *but all of him*. The book contained the secrets of life and death, and I would use it to raise Slugoflonkus from death, and change his fate. Slugoflonkus would be my personal cloned zombie kobold army. Together we would change the world and our future...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Caldfir** on **June 07, 2013, 04:28:44 pm**

Hmm, that's really odd. My guess is that every time you return it's "randomly" generating a non-historical kobold from the civ-pop down there, but that the same one is being generated over and over. That or due to the peculiarities of kobold language, they all just decided to have the same name.

Either way, it should be entertaining to see what becomes of the zombie-clone army.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Vgray** on **June 07, 2013, 05:06:11 pm**

If it was a non-historical kobold it would be -insert name of weapon profession here- instead of a name.

Or something.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **June 07, 2013, 05:37:40 pm**

Actually, the game currently repeatedly duplicates the same thing every time you leave the area it spawned in if it is not a historical figure, and did not leave it behind, alive, after speaking to it or letting it kill you or something else to make it a historical figure. Basically, it marks off historical figures as being dead when killed, but does not mark off non-historical figures as being dead or as having been taken as a companion if you do so, so they are regenerated from the same template, which is apparently saved.

Interestingly, you can exploit this to generate an infinite number of guards at a fortress, inhabited by at least one of them. If you talk to a guard, they will become a historical figure. If you hire them as a companion, they will be marked off in the same way they would if you promptly killed them, and when you return there would be another guard standing there by the same name, who replaces the non-historical figure the game thinks should be there. If you talk to them and then leave without taking them as a companion or killing them, they will still be there when you get back. However, the game will remember them now and realize they're a historical figure. Their position as a non-historical figure will be replaced by somebody new, who will have a unique profile. You can repeatedly do this until the site is swarming with guards. I think the game's logic goes

something like "okay, this site is supposed to have 5 non-historical guards running around, but we're missing one. I'll just respawn hi- hang on, there's someone there by that name already, but they're a historical figure... Oh well, gotta fill the non-historical quota! I'll just come up with something new."

I also think this works with bandit camps if you're neutral and get the chance to talk to them without killing them (you could be neutral if you're, say, from the other side of the world and not a member of an enemy civ of theirs or an outcast and thus not a member of any civ), but I haven't done that much and haven't returned afterwards to check. This is why I could talk to Dostngosp and hire certain bandits as Bora.

Interestingly this doesn't seem to happen the same way for peasants at a hamlet: I once talked to a dwarven weaponsmith (my game is modded so they build cities so i could find them) and left without killing her or taking her with me. When I returned to the cabin later, she was still there, but there was another weaponsmith there with her. I talked to this new smith, and found out she's the exact same person! So then there were two Cattens. Later when I made a fortress, both copies of Catten showed up. Both made an artifact weapon, and both were eventually killed.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 08, 2013, 01:28:47 pm**

Quote from: Eric Blank on June 07, 2013, 05:37:40 pm
Actually, the game currently repeatedly duplicates the same thing every time you leave the area it spawned in if it is not a historical figure, and did not leave it behind, alive, after speaking to it or letting it kill you or something else to make it a historical figure.

It's a bug and it needed to be weaponized..

The kobold can't be talked to and can't be hired, so it will never be a historical figure. He will be respawned every visit. Since he's so close to the museum he has been killed many times. His profile(s) in legends mode are a mess.

In my head I imagine it to be a bit like the early episodes of south park. There is a show about the dungeon inhabitants and each episode, somewhere halfway, an adventurer storms down the stairs and kills slugoflonkus in some gruesome way. Everybody says: Oh Armok, they killed Slugoflonkus!
Then the show continues, and the next episode Slugoflonkus is there, like nothing ever happened..

Quote from: Vgray on June 07, 2013, 05:06:11 pm
If it was a non-historical kobold it would be -insert name of weapon profession here- instead of a name.
Or something.

His name only seems to be generated after he is killed, the kobold has no name, but the corpses are Slugoflonkuses.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 09, 2013, 01:03:15 am**

Suppose "Slugoflonkus is a post-mortem title in the tongue of the kobolds? Something like "Matyred in the Obeissant Abysses"? (Oh, Armok! They killed Slugo!)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Krevsin** on **June 09, 2013, 02:18:01 am**

Is this still open? Because I'd love to have a go.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **June 09, 2013, 02:57:12 am**

Quote from: Krevsin on June 09, 2013, 02:18:01 am
Is this still open? Because I'd love to have a go.

The current wait time is about 4 months, just so you know.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Krevsin** on **June 09, 2013, 04:53:15 am**

Quote from: evictedSaint on June 09, 2013, 02:57:12 am
Quote from: Krevsin on June 09, 2013, 02:18:01 am
Is this still open? Because I'd love to have a go.
The current wait time is about 4 months, just so you know.
that is fine, i need to practice my Adventure Mode anyway.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 09, 2013, 02:11:39 pm**

The art of swimming.
When I read the book about life and death I only thought about helping Slugoflonkus, and never thought about the side effects. Like for example.....immortality.
More importantly, I never thought about the other side effect, about not needing to eat...
While previously not a minute could pass without me thinking about food, the thought of it makes me sick now.
The Slugoflonkuses on the other hand look very, very hungry.
I wonder if my current weight is fixed for all eternity, or if it will change.

We traveled south towards a place I had read about. All went well until we tried to cross a river just south of Mindfullring. We suddenly found ourselves in the middle of a herd of impalas. A horrible fight followed, the impalas were kicking the poor Slugoflonkuses all over the place. I had to raise them several times during the fight. In the end we defeated the impalas, but the Slugoflonkuses looked a lot worse than before, with caved-in skulls, and covered in impala bitemarks and hoofprints.

In the river we found a full set of armor and clothing. I heard people drown in rivers, but there was no corpse. I guess someone felt like swimming and took his cloths off. I noticed the armor was my size too! Incredible! The owner was nowhere to be seen. I took the armor and we quickly ran away.

Spoiler (click to show/hide)

We made it to Lakelancers early the next day. The fortress was build near two rivers. A huge artificial lake surrounded the large island on which the fortress was build. Walking around the lake I saw someone swimming in the water. It was the count himself!
I wondered if I happened to be wearing his armor, but luckily I was not.

Spoiler (click to show/hide)

He greeted me. He was quite a good swimmer, but it was a bit of an akward conversation. I motioned him to come on land, but he took one look at the Slugoflonkuses and declined. He said there was a bridge to the island on the other end of the lake, I could enter if I left the Slugoflonkuses outside.

When crossing the bridge the Slugoflonkuses ran ahead of me, chasing a badger. So much for leaving them outside. There were a lot of animals here. Somewhere along the water I heard crying. There was a dwarven baby in the water! I tried to get to it, but it was too far from the shore and I can't swim myself. Flailing around in the water I looked forward at the baby, then back at the shore. The Slugoflonkuses where there, still looking hungry. This was a bad idea. Also the baby appeared to be doing fine, dwarven babies must be natural swimmers. His mother was nearby too, no

need to worry. I had to continue.

[Spoiler](#) (click to show/hide)

It took a long time arm waving and issuing commands too get the zombies away from the shore and the baby. I kind of felt sorry for the poor hungry Slugoflonkuses.

I had some nice artwork for this story, but my two year old daughter got a hold of it, and the crayons, and made some.. improvements :). So no art for you.
I'll update the turn list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **June 09, 2013, 03:22:02 pm**

What, no crayon art! Despicable! :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 09, 2013, 05:10:36 pm**

There were three entrances to the fortresses. The first had an impressive entrance hall with pools with crystal clear water; the single corridor then went deeper and deeper into the island past halls filled with large statues, until it came to the grandest hall of them all; a long corridor with floors paved with gold and iron. Golden trinkets and treasures had been piled up against the walls. An artifact quern sat in the middle of the room. There were a few rooms at the end of the coridor. The last one had an impressive iron sarcophagus that seemed unoccupied. It should have been used, as the room was full of corpses, animal corpses, but still. I took some of the gold jewelry with me, the pieces fit me perfectly.

[Spoiler](#) (click to show/hide)

Another entrance at the other end of the island went even deeper down, but was less impressive. It ended in a huge cavern 26 levels below ground. The cave was too dark and large to explore.

We then explorered the main complex. This is were the dwarves lived. Like the other areas, this one was abandoned. The only living dwarves were apparently all outside swiming in the lake. There were huge mined out veins of hematite and gold; materials that were reused throughout the fortress. I also found several other artifacts.

[Spoiler](#) (click to show/hide)

Then there was a wonderful surprise in the farm area of the fortresses. In the nestboxes I found a clutch of freshly hatched eggs. A large flock of chicks were rooting around in the soil. So adorable!

[Spoiler](#) (click to show/hide)

There was no mother chicken in sight, but I could take care of..
I was rudely interrupted by the Cloned zombies, they jumped at the chicks and started ripping them apart.
NO SLUGUFLONKUS!! I screamed, but none of them listened. The undead kobolds, brainless, and unaware of what they were doing, tore the poor chicks apart one by one. Just when they were done a dwarf came running in, alarmed by my screams. Six cloned zombie kobolds jumped at him and tore him apart, then the militia commander himself charged in. A strong dwarf armed with a mighty axe. I screamed at Sluguflonkus to stop, but it was no use. The dwarf stood no chance.. I grabbed my axe and brought it down on one of the clones.. Suddenly all of them stopped moving, but it was too late. I destroyed all of the clones and took their bones, then returned to the surface weeping.

When I came outside I saw the baby and the count were still happily swimming around in the pool. Unaware of what had happened below.

I fled from the fortress. Outside I raised all the clones again. We walked back to the museum, but when I arrived I understood that I could not change Sluguflonkus' fate. Instead of ending his suffering I had only multiplied it.

I once more brought down my axe on all six corpses, killing Slugoflonkus again, again and again.

And that is were my adventures ended. A lot more miserable, but immortal, and cured of my food addiction, I returned to my home village to spend eternity there.

I deposited all the cloned corpses in the museum. Maybe it will be a lesson to someone.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 10, 2013, 02:17:15 pm**

Allright, the save game can be found here (http://www.mediafire.com/download/i8s8dxb0hhj41xz/Museum_turn_38%282%29.rar)
It includes a new fortress, Owlwalls:
[Spoiler](#) (click to show/hide)

As mentioned before, the Sluguflonkus corpses are my submission to the museum. Some of them display other names now when viewed, because they gained titles by killing stuf, but most do not, and all are clones of the same kobold.

All of this makes it Timeless Bobs turn. I've added myself for another turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 14, 2013, 09:38:11 pm**

Excerpt from the First Saga of the Long Count:

*Deeper still the Castle of Night
Wailing Prison for those Unworthy
Jealously they gaurd the Eversharp Key
Needed to open the Admantine Stair*

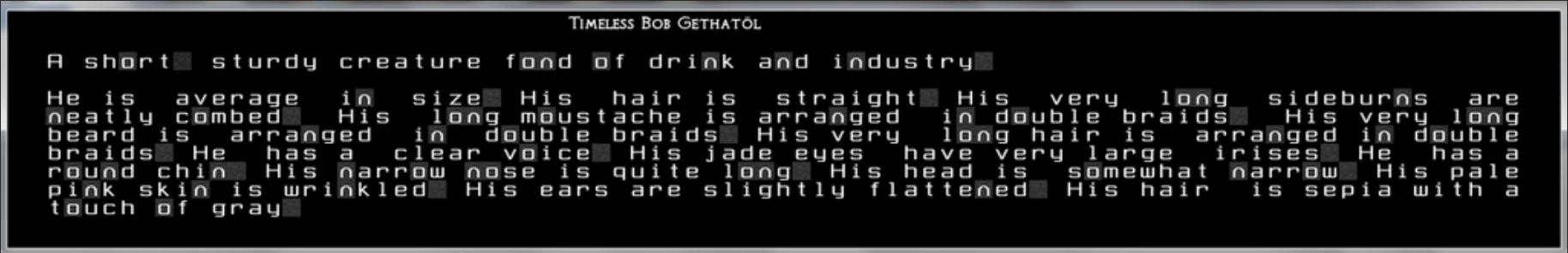
*The Pilgrim's Story, offered freely
The sculpted artifacts of Name and Past
The Story's worth the Final Test.
Judged by Mighty and Terrible Gaurdians.*

*Alive the Pilgrim, Worthy passes
Beyond both Stair and Death's embrace
The Final Descent: Pits of Light
Armok's Blood renewed.*

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 14, 2013, 09:51:56 pm**

Sagas usually begin with introductions, so I'll begin mine with one as well. My name is Bob Gethatol ("Bob Pastfinder" in the Merchant Tongue). I've finally completed my long apprenticeship under Loremistress Kissmystery and have been sent on the Seeker's Journey to discover the Cave of Mastery then place my sigil there. All those long years memorizing the sagas of the Long Count, engraving practice sigils in slabs of wax and listening to the thoughtful wisdoms of the Masters in preparation to fulfil my hidden destiny. It's an unsettling mixture:

Excitement to begin in earnest, nostalgia for the safety of familiar duties and the fear that I will not be strong, wise or lucky enough to attain the coveted title of "Master".



As is instructed in the First Saga, I will be recording my thoughts and experiences in this journal using "third person", with the hope that one day my Name or Story may become significant enough to attempt the Deep Pilgrimage.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 15, 2013, 12:04:05 am**

So begins this tale of wonder:
In a hamlet named Bookdanced, within the Prairie of Combinations, "Timeless" Bob Gethatol began his search for a symbol of powerful personal significance - a journey undertaken by many but accomplished by few. Clad in cloth and wool with a copper spear in his hand and a copper dagger at his waist, he began by... being at a bit of a loss about what to do. How, specifically, does a person find enlightenment? "When in doubt, ask."
Re-entering the Apprentice's bunkhouse to say his farewells, he took his friend Ukap Bushlock aside and asked her, "Any ideas where I should start?"
"You're traveling alone? In the wilds?! You know better than that."
"Then join me," he replied smiling. "Be my companion for awhile."
"Er... I'm not ready," she blushed, looking away from his steady gaze.
"I thought as much. Instead, tell me where you think I should go to begin my journey."
Biting her lips she cast her mind across the few places that seemed interesting to her. "You could try seeking out the Sage of Goremined."
"Kege Toothseared? Nobody's heard from him for awhile! Yeah... that could work! Thanks, beautiful!"
Leaving her to blush deeply, Bob set his gaze east to the town of Tundrascribes where that sage was said to dwell. However, before he left the quiet of Bookdanced, he decided to pay his respects to Loremistress Kas Kissmystery who had taught him much more than merely the Sagas of the Long Count.



She greeted him warmly as he strode into the room. "So, you are finally on your way, Pastfinder."
Handing him a small bag, she continued, "Take these berries as a parting gift. The way may be long." She smiled prettily once more, then turned to her young charges and began the day's lesson. This was no longer his place, was her wordless reminder, go and do not tarry here.
So, hiring a guide by the name of Abo Trickstops, he set his gaze westward, toward Tundrascribes and the Sage of Goremined. Along the way, Bob asked his guide about his family, to make conversation and Abo responded happily.

TALKING TO THE HUMAN SPEARMAN ABO ENGDUKIRO

JOURNEYMAN HISTORIAN: TELL ME ABOUT YOUR FAMILY.

ABO ENGDUKIRO, HUMAN SPEARMAN: MY MOTHER WAS ISKAK PEEKEDSENSED.

IN 1011, ISKAK MARRIED MY FATHER SHUD SKULLGRIZZLE.

IN THE LATE SPRING OF 1107, THEY DIED OF OLD AGE IN BOOKDANCED.

I HAD AN AUNT. IN 937, ENER MARRIED CASSER EXITBREAKF T, SHE WAS AN IDIOT.

IN THE EARLY SPRING OF 1044, MY MATERNAL GRANDMOTHER GISU FLESHY HIPPI BECAME THE SACRED LUXURY OF THE WEST DOCTRINES.

MY PATERNAL GRANDMOTHER MEBAS PLANTEDURGED WOULD HAVE DONE ANYTHING FOR ME.

IN 1012, MEBAS DIED OF OLD AGE.

I HAD A COUSIN NAMED THRIMES. IN 1048, THRIMES'S RIGHT CHEEK WAS SMASHED BY THE ROC IGER CALLEDCHANTS THE FAMOUS PEARL.

HOK GARNISHBREADS WAS A TERRIBLE AUNT. IN 1046, SHE DIED OF OLD AGE.

I HAD A COUSIN NAMED USMEN FLICKERCLASHED. IN 1027, USMEN MARRIED PIMRA KINDLEDHOPEF .

MY PATERNAL GRANDFATHER LEGU UTTERMARKE

OFTEN WANDERED ALONE FOR DAYS AT A TIME. IN 1005, LEGU WAS STRUCK DOWN BY THE GIANT ARAN SWEETCONTESTS THE GOLD OF MATCHING IN THE DUNE OF WHIMS.

I HAVE A YOUNGER SISTER. IN 1038, SHE BECAME A METALCRAFTER IN BOOKDANCED.

I HAD A COUSIN NAMED NECAR. IN 1036, HE WAS STRUCK DOWN BY THE MINOTAUR ESMIN RIDDLES

HAFTS THE FAMOUS MOTH IN THE PRAIRIE OF COMBINATIONS.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 15, 2013, 01:43:39 pm**

The two hiked ever eastward all morning, through the gently rolling, alder studded hills of the Prairie of Combinations. Towards noon, they came upon a river deep enough to need to be swum across.

"I don't think I can swim across that river wearing this rather heavy armor", commented Abo as he regarded the flow.

"Do you know of a good place to cross?", replied Bob dubiously eyeing the waters himself. Carp and other such terrors lived in such places and those were no friends to dwarves.

After a moment to think about it, Abo responded, "I believe if we head upstream, we should find the spring this springs from."

Indeed, it was a a hike of only a few hours more before they were admiring the view of the fresh spring waters, lunching on a stork Abo had caught napping in the cool shade of a willow. Before long the meal was ended, they both refreshed themselves in the waters and topped up their drinking skins before continuing eastward.



As the afternoon sun crept ever lower, a series of great tombs came into view.

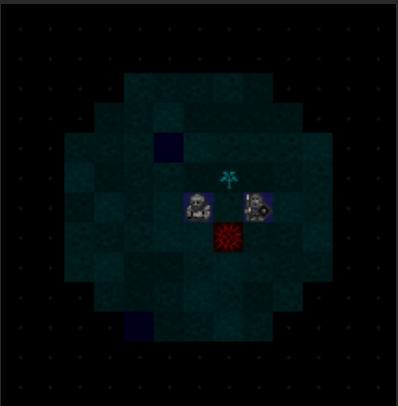
"What do you know about these?" Bob asked his guide, "and what of Tundrascibes?"

Scratching his chin in thought, he pointed northeast. "My maternal grandmother lives up in Stylesumbral the Spiteful Ice, just over that way. I've heard tell of a couple semi-famous tombs in Tundrascibes. One's called "The Faces of Sticking" and the other's called "The Trussed Harmony". However, I've also heard of a tomb-yard called "Reveregoals". I believe that's what we're seeing. In the city proper, There's a great keep named "The Courteous Storms" and a temple to Ukap Taxwandered named "The South Chapel". Watch out for those Taxists - they'd call down a curse on you soon as look at you."

Intrigued, Bob quickly replied, "I would very much like to meet your grandmother and ask her about her life. Would you mind setting that up before we reach our destination?"

"It'll cost you five coppers more", Abo replied smiling.

"How about one coppers and the rest of this stork?", countered Bob returning the smile. Grinning now in obvious anticipation, Abo returned with another offer and they joyfully dickered until sunset, settling on the final price of two coppers, half the currently remaining stork meat and two of the gifted berries. Bob didn't mind that he was paying too much, but it was undwarvenly not to dicker over the relative worth of any goods. After all, any prospective Deep Pilgrim would have to have that skill honed to a razor's edge to win past the Terrible Guardians mentioned in the First Saga. Besides, there was the added enjoyment of seeing the glee on Abo's face when the deal was amended so much in his favor. Now he could brag to the other guides that he'd dickered with a dwarf and still come out on top! The extra sum was exchanged as they both prepared their bedrolls next to the fire, the icy stream water a tinkling counterpoint to the two companion's snores.

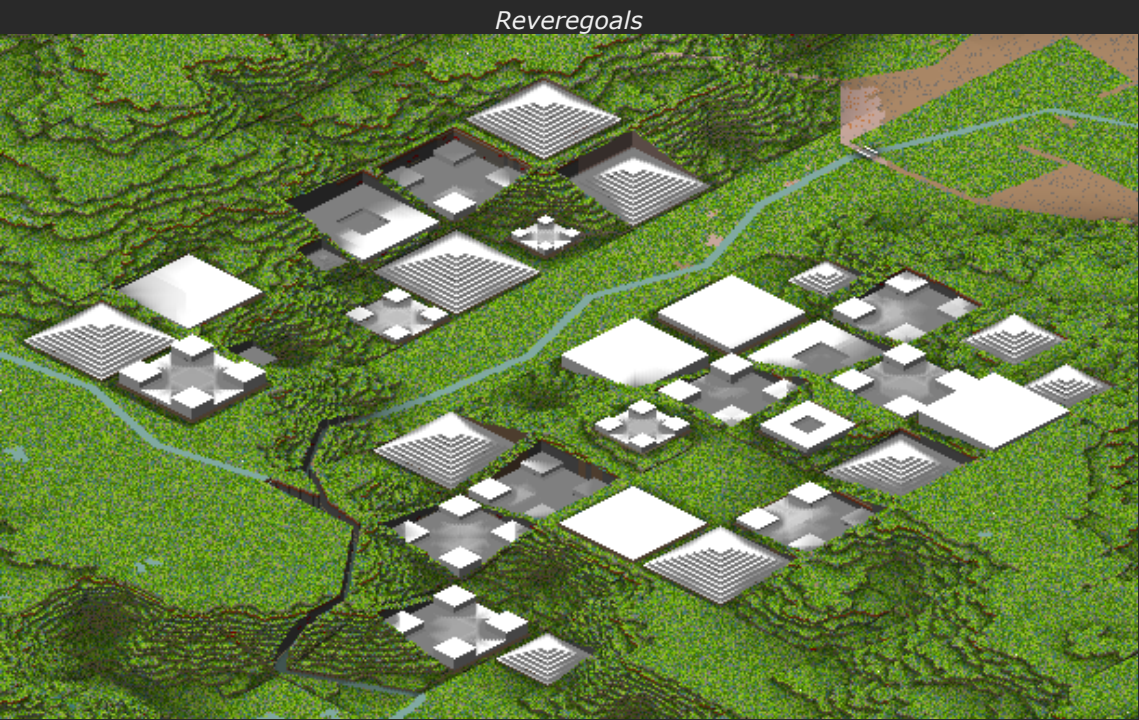


Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 15, 2013, 03:24:45 pm**

I looked up your position using that small map you posted, It's still a long way to the museum... Good luck, I enjoy the story so far.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 15, 2013, 03:50:57 pm**

The second day of his journey found Bob and his trusty guide Abo exploring the area around the tombs they'd slept next to the night before. After scouting around through the underbrush, Bob was finally able to sketch an accurate map of the area.



It was hot, dusty work but immensely satisfying nonetheless. To the north of the tombs a sturdy stone bridge spanned the river and a path leading to the hamlet of Townreleased beckoned. "Perhaps they know more about who lies buried in these tombs", Bob commented to his guide. Abo merely shrugged and indicated that they should continue that way if he liked - that also would bring him to thier destination.

Night found them trudging past fields to the south of the hamlet, and Bob breifly considered pushing on, with a warm bed under him and solid walls around him, but Abo pointed out that the villagers most likely were already in thier beds and that it would be rude to disturb thier slumbers. Agreeing that it would be the best choice after all, they bedded down next to thier cozy campfire and fell into an easy slumber, the lullabye of grasses rustling in the breeze quickly lulling them both into a deep, dreamless slumber.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 15, 2013, 10:19:49 pm**

The third day they hiked into the hamlet and the pleasant folks of that place greeted them with smiles and nods. The headman, a rotund fellow named Medon Gemhumid, eventually made his bumbling way up to them, bowed and with sausage-like fingers clasped around his paunch in a most satisfied manner, asked, "Good day to you. If you are seeking anything in particular, perhaps I may be of service?"

"Have you ever heard of The Cave of Mastery?" Bob asked

"Nooo... can't say that I have."

"No problem, what can you tell me about the tombs just south of here?"

"Ah...", the headman began sweating a bit and clutched his hands more tightly about his paunch, "I can tell you they're very old. Legend says that after a great battle, many heroes were entombed there but which battle or what heroes has been forgotten. There is a curse on the place, however - disturb those who rest within and risk leaving your bones there yourself! Because of the curse, no one has tried to explore it. That's all I or really anyone else here knows about them."

"I see..."

Abo, who was standing behind the rotund figure, rolled his eyes and indicated with his eyebrows that they should continue on their way and Bob had to agree that "ambassador" Gemhumid was friendly but of no real help.

"Good day to you, Ambassador Gemhumid."

"And a safe journey to you, gentlefolk.", the man replied.

While friendly, the man had looked relieved that they were continuing on their way. Bob wondered for a moment if the headman knew a bit more about those tombs than he'd let on, but was unwilling to explore the matter more fully. If there really was a curse, he'd be a fool to be sidetracked so easily just because he'd happened upon an intriguing mystery. Fitting thought to deed, he and Abo left the place and resumed thier journey.

Following the course of the river, they soon passed just south of another hamlet named "Dateround". Bob was hiking along when suddenly the sun gleamed off a bit of metal half buried in the loam. Kicking at it revealed it a bit more and the musical "tink" was unmistakable to his dwarven ears. Gold! An omen of things to come, perhaps.



Amilanthath Ngojo Tedejas gold coin

This is a Amilanthath Ngojo Tedejas gold coin. This is the gold currency of Amilanthath under Ngojo Tedejas. On the front of the coin is a well-designed image of a feather tree. On the coin's back is a rendition of a masterfully designed image of a cloud. The image is the symbol of The Whirling Confederation, a human civilization.

Chortling at his good fortune, he pocketed the coin and they continued following the river.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 15, 2013, 10:29:15 pm**

When they finally strode into the outskirts of Tundrascibes, they passed by a curious sight: a sturdy little house with a hole torn in one side. A young woman was trying futilely to patch the hole while a child played nearby. What was so odd were the three corpses laid side by side just to one side of the hole. One clutched a crossbow, one a whip and the third a carving knife. "I beg your pardon, ma'am. What happened?", inquired Bob curiously. "...fixer upper! fixer upper! It's a fixer upper all right, by Unzo..." muttered the woman, lost in her own reverie. The child, however, ran up to them cheerfully and gazed curiously at the two travelers.



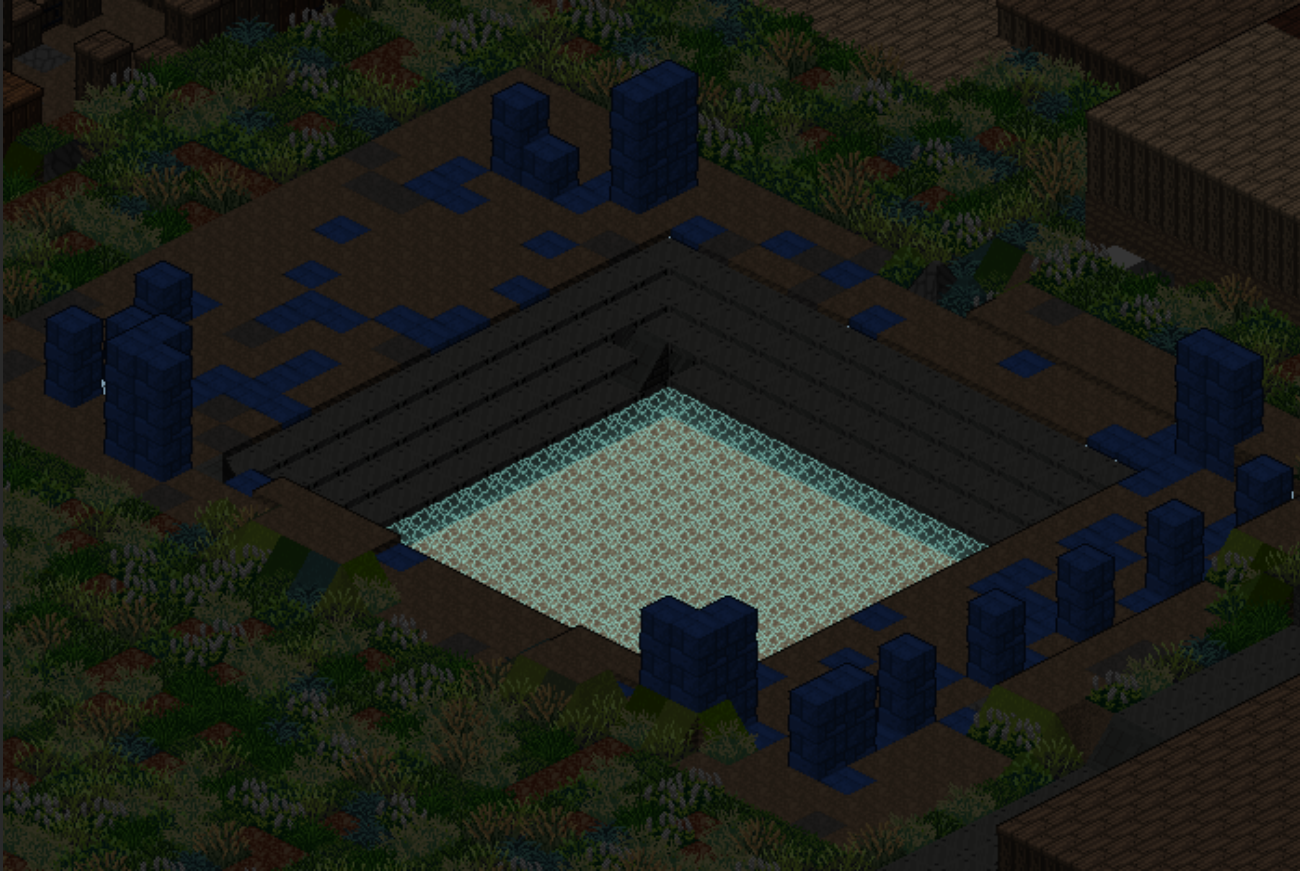
"Good day to you, young one." Bob greeted
"It sure is, mister! ", replied the child cheerfully before adding, "I'm little, but I'm not a young-un. I'm sixty seven years old next week!" Abo looked sharply up at this, saying, "Are you related to Orma Gallerywhim?" The little fellow laughed and slapped his thigh before drying his eyes and replying, "Aye, young-un, she was my grandmother and Ala Crushedwave is my grandfather." Stuttering in disbelief, Abo gestured to the child-seeming man. "Mr Pastfinder, this is the grandson of the current sacred luxury of the West Doctrines. This is Nisam Mythcobalt." He then gestured to Bob, "This man is named Timeless Bob

Pastfinder, a historian from Bookdanced on his Seeker's Journey." The little man gestured Bob nearer, then whispered into his ear as he bent to hear it, "My grandfather may be able to tell you where your cave may lie, but be wary if you go to

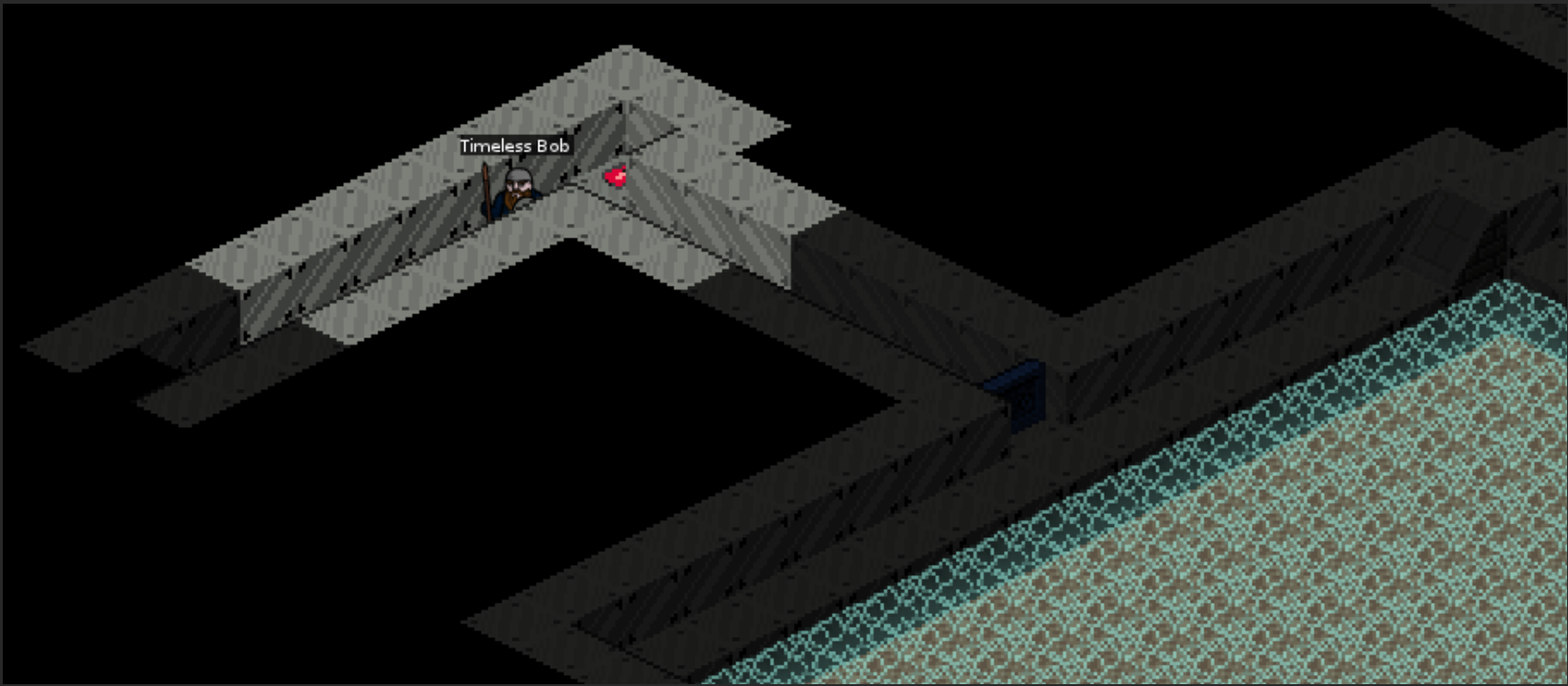
Speak with him, all is not as it may seem. I can tell you no more." He then made a hasty farewell and ran, childlike indeed, back into the house. "What an odd little fellow." Bob commented to Abo. Looking down from his human altitude at his traveling companion, Abo responded, "Aye."

"What did he whisper to you?" asked Abo quietly after they had walked a bit in silence. "Something about his grandfather knowing where the Cave of Mastery was, but not being what he seemed.", replied Bob in puzzlement. "It was very cryptic." "Maybe my grandmother will be able to fill in the details", suggested Abo which cleared the puzzled frown from Bob's face. "Let's hope so."

Once in the city, Abo led him to the city cistern and down a series of ramps to the level of the water.



Skirting around the water, he opened the first door, remarking, "My grandmother has been living down here in obscurity since Ala became the sacred luxury. It's a sort of family tradition, you see..." he continued down the hallway, past the grave of a nameless peasant and turned the corner. "Just down these stairs, here. Mind your step..."

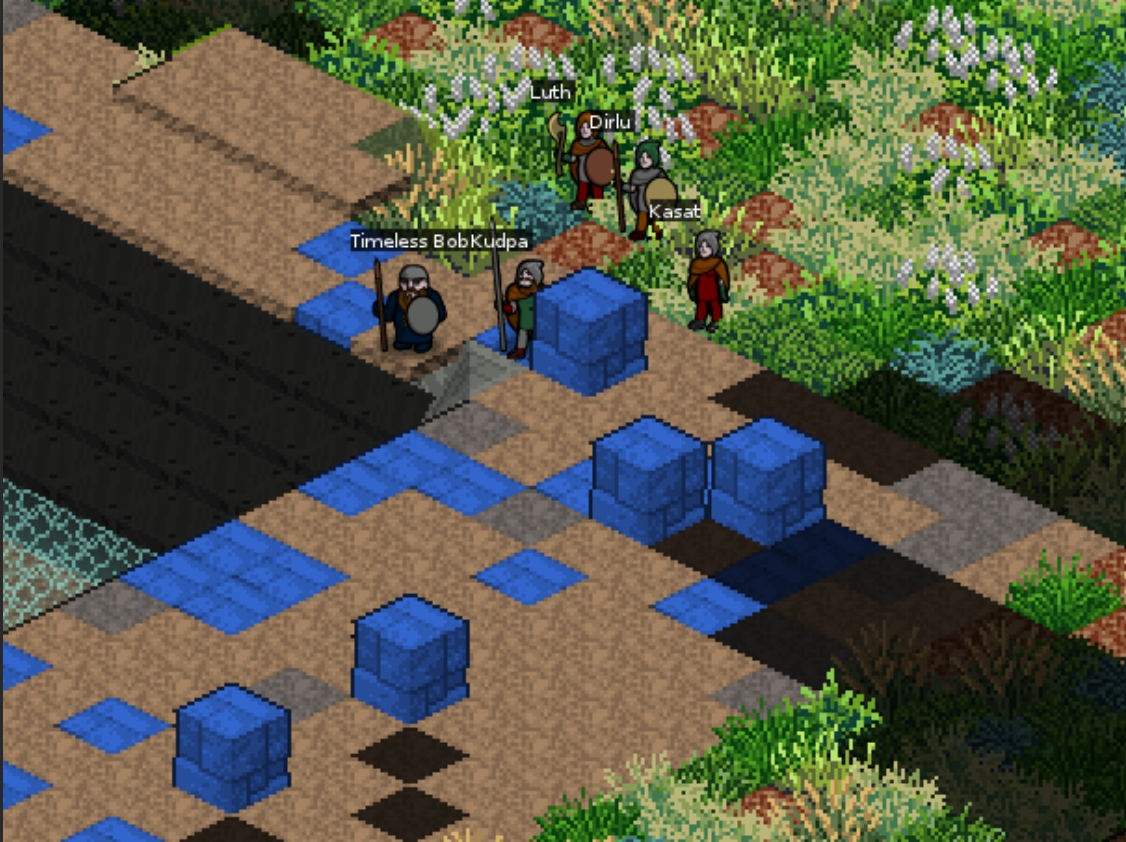


Suddenly, from out of the gloom sped an arrow followed quickly by another, both striking Abo with horrible wet Thwack! Thwack! sounds. "Abo? Are... are you hurt?" called Bob desperately. No answer, just the sounds of someone retching

```
The flying silver arrow strikes The Trail Guide in the lower body
tearing the muscle and tearing the spleen through the large alpaca
leather cloak!
The silver arrow has lodged firmly in the wound!
The flying iron arrow strikes The Trail Guide in the lower body
tearing the muscle and tearing the guts through the large alpaca leather cloak!
The Trail Guide looks sick!
The iron arrow has lodged firmly in the wound!
The Trail Guide vomits
The Trail Guide retches
The Trail Guide retches
The Trail Guide gives in to pain
The Trail Guide falls over
The Trail Guide retches
The Trail Guide retches
The Trail Guide retches
You jump away from The flying iron arrow!
```

Glancing around the corner, Bob could see nothing, but an arrow flew past his nose and embedded itself in the wall behind him. "I'm going for help! Just, just don't die, OK? I'll be right back!" Bob flew back up the ramps shouting for help, "Help! Help! Murder! Help!"

A leatherworker hailed him from the street, "What's this ruckus?" "My friend is being murdered down there!", shouted Bob in a panic Her eyes widened. "Come on, then, we have to go get the City Watch." then she sprinted down the street, Bob right behind her. Soon enough, a Watchman yelled down from on top of the wall, "What's all the commotion?" "His friend's being murdered just down the street." Whistling to two other watchmen, he called down, "lead us to it then! This better not be some tomfoolery!" Bob and the leatherworker waited for the three watchmen to descend then ran back the way they had come, shouting "This way!" Arriving at the down-ramp, the three watchmen's visages darkened still further. "Dangerous area down there." Kudpa commented. "I hope whatever you were doing down there was worth it."



"My companion was taking me to see his grandmother." Bob explained as they navigated the ramps downward. "She's a former sacred luxury..." A quick shove and a long plummet ended his descent rather abruptly. As he floundered around in the water, he heard the pretty leatherworker's horrified screams mixed with the coarse retreating laughter of the City Watchmen.

This tale of wonder ends in woe as does Timeless Bob Pastfinder.

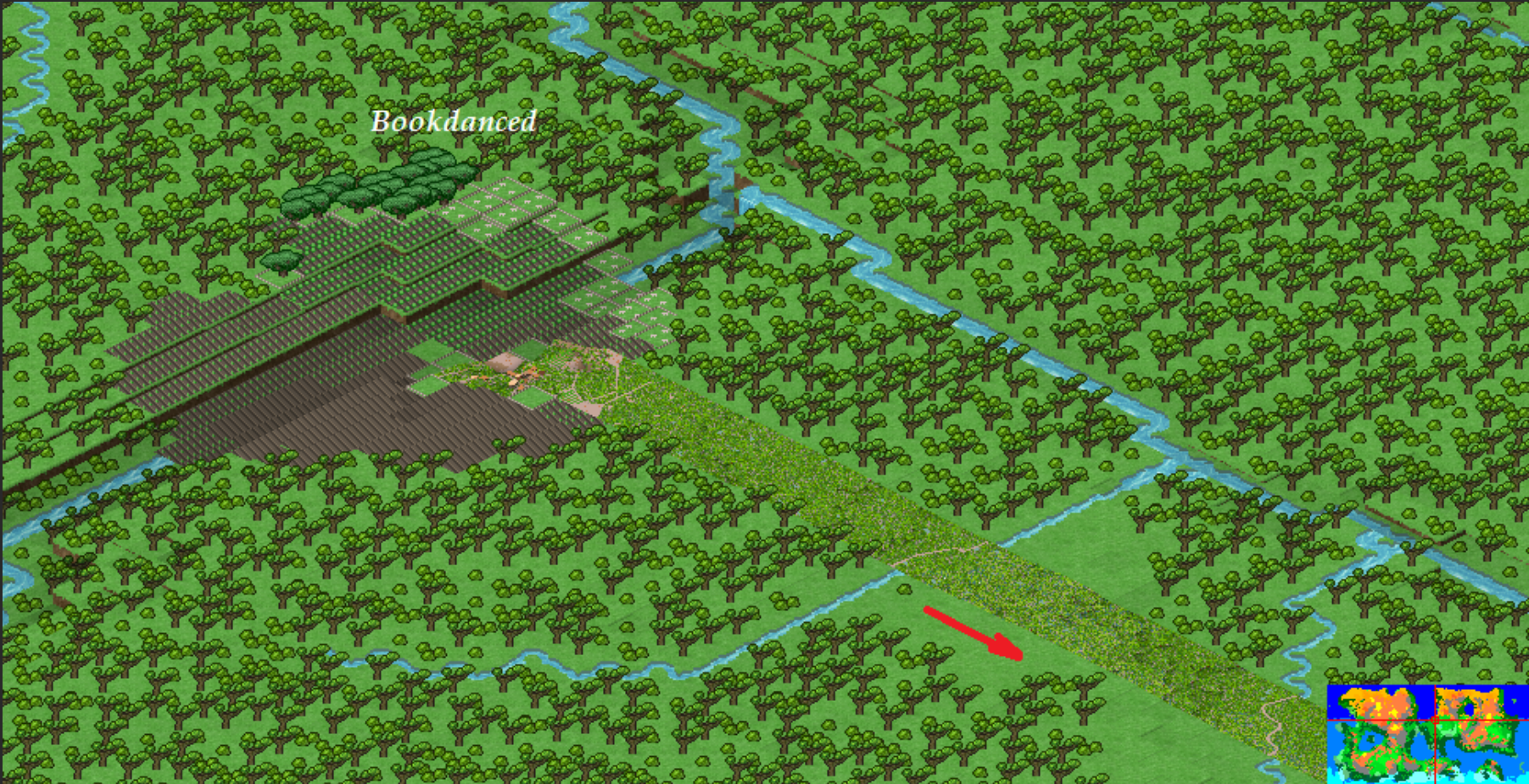
Whomever finds this journal, please return my spear and my tale to Loremistress Kissmystery in the hamlet of Bookdanced upon the Plains of Combination.
May your journeys be longer than mine and more satisfying.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 15, 2013, 11:15:53 pm**

OK, that was certainly unexpected. One of the guards I'd recruited from a nearby tower in the city wall attacked me for no apparent reason and I dodged it successfully... Right out into open space and down three z-levels into a pool with no exit ramps. I quickly floundered to my death, my last gasps used completing my story in the traditional dwarvenly fashion.

I blame that child-like man just outside of town. It's just too weird to be playing outside while an unknown drudge cleans his house, leaving the rotting remains of both of his parents and somebody named "Gethud" laying where they died "of old age" back in 1107. I smell a rat, and not a tasty one either.

Here's my journey in a nutshell:





I didn't get very far, but did leave a few mysteries behind:

- Where exactly IS the Cave of Mastery?
- Why did Ambassador Gemhumid evade speaking about Reveregoals?
- Was Abo's grandmother living in the Tundrascribes ghetto or was Bob being set up for a fatal mugging?
- Who lost a gold coin south of Daterounds and are there other treasures buried there in the loam?
- What kind of curriculum *does* Loremistress Kissmystery teach, anyway?

OK, so I'll be working on my fortress now.

That particular human civilization is the best stop on anyone's journey across the isthmus connecting the east and west landmasses, so any one of us could have dropped the coin there if we decided we didn't need it. I know I've been through the region twice, although I don't recall visiting those particular towns.

Place has a shady history and certainly would have a hatred of adventurers, though: some of us that wandered through almost certainly murdered the residents of one of the keeps I came upon, and probably plenty of others.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 16, 2013, 11:49:35 am**

Quote from: Timeless Bob on June 15, 2013, 11:15:53 pm

OK, that was certainly unexpected. One of the guards I'd recruited from a nearby tower in the city wall attacked me for no apparent reason and I dodged it successfully... Right out into open space and down three z-levels into a pool with no exit ramps. I quickly floundered to my death, my last gasps used completing my story in the traditional dwarvenly fashion.

.....

OK, so I'll be working on my fortress now.

Unexpected indeed, I don't think I've seen such an act of treachery before. Are you sure you didn't dodge an arrow from the enemies below? Also, those isoworld screenshots look great, I certainly have to use this tool more.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **June 19, 2013, 12:11:54 pm**

Sometimes I wonder if there's a "you're totally screwed" switch in the DF code somewhere. Anyhow, The Tower of Seers is as done as it's gonna be without a few reclaims to clear out the "Fun". Here's (http://www.mediafire.com/download/p7m30ywa1laxntp/Museum_turn_39%284%29.zip) the save.

Please stick me back on the list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 19, 2013, 01:03:34 pm**

I'll update the turn list, and I'll PM Hostergaard.

The Tower of Seers can apparently be found in southeastern Dinnerwandered. Here's an updated map [Spoiler](#) (click to show/hide)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **June 19, 2013, 03:22:47 pm**

This is one of my favourite threads on Bay12. I like the epic scope of what you guys are trying to achieve!

I hope you don't mind but I nominated The Museum on the Hall of Legends.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **hostergaard** on **June 22, 2013, 05:07:33 am**

Right, just finished reading up on all the adventures that happened since I posted for a turn. Will get to my adventure soon.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **hostergaard** on **June 25, 2013, 01:02:16 pm**

Chapter 1: From the mud he came...

[Spoiler](#) (click to show/hide)
Ah, sweet music! Sweet loooooove!

What can I say? I am a master of both.

From childhood I could bring out the most dazzling melodies from my harp with ease. I would let my voice be carried by the harps brittle tones to all the corners of the elven glade that was my home for all to enjoy. I would skip and sing along the forest edge from dawn to twilight, the trees swaying to my tune and the animals bucking and hopping along with me, attracted and invigorated by my joyful tunes.

Create Your Character

FPS: 100 (35)

Skill remaining: 0

Race: Elf, ♂, Demigod

Attributes remaining: 0

Above Average Strength

10

Superior Agility

--

Above Average Toughness

10

Above Average Endurance

10

Average Recuperation

5

Average Disease Resistance

5

Average Analytical Ability

5

Above Average Focus

10

Average Willpower

5

Average Creativity

5

Average Intuition

5

Average Patience

5

Average Memory

5

Average Linguistic Ability

5

Above Average Spatial Sense

10

Superior Musicality

--

Above Average Kinesthetic Sense

10

Average Empathy

5

Above Average Social Awareness

10

Competent Swordsman

8

Competent Bowman

8

Not Spearman

5

Adequate Fighter

7

Adequate Archer

7

Adequate Observer

7

Novice Swimmer

6

Adequate Ambusher

7

Adequate Shield User

7

Adequate Armor User

7

Skilled Dodger

9

Competent Wrestler

8

Not Striker

5

Not Kicker

5

Not Biter

5

Not Thrower

5

Novice Misc. Object User

6

Not Knapper

5

Novice Reader

6

Enter: Done

ESC: Back

829346: Scroll

++ to change

Such constant revelry gives one a healthy constitution

As I grew older I would dance in the meadow with the most beautiful maidens that I in all my splendor naturally attracted. Ah, I was the most handsome young elf in the entire forest.

A medium-sized creature dedicated to the ruthless protection of nature

He is average in size. His hair is extremely long. His ears are very flattened. His moss green eyes have very large irises. He has a prominent chin. He has a high voice. His short nose is narrow. His head is somewhat tall. His hair is scarlet. His skin is pale pink.

Oh yes, I am quite the looker.

So why am I now sitting in a pile of mud in some godforsaken hamlet?



I don't know why they so love to live in so... so... muddy places!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **June 26, 2013, 01:31:28 am**

Demigod? Thought the rules stated Peasant/Hero only?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **hostergaard** on **June 26, 2013, 04:08:34 am**

Really? Fuck! I have played quite some way trough, so that is a bit of a problem. I picked it so I could get musicality as high as possible, I went with peasant first but it had far from enough points, so I just went with demigod, I did not think much about it. Hell, I did not even know what to do with the leftover points so I sort of just threw it in agility since that seemed appropriate to the character.

I think maybe with all the points I spent on musicality the stats even out tough. Shorta. Maybe.

Shit, my bad. Been so long I halfway forgot about the rules, should have read up about them.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 26, 2013, 01:19:04 pm**

Hmmm. If you got quite far already, starting over would be harsh as it was not intentional. Also, only limited time would be available for the rest of your turn, and the adventurers of this character would be lost even if they did happen. Being a demigod however does give advantages other players have not, and would be unfair.

How about you go to the nearest village, locate the nearest peasant, and bodyswap with him using dfhack. He could continue the quest from where the demigod stopped, the story would continue, and would remove the unfair advantage for the rest of the game. Drop any you'll need before bodyswapping so the new character can take them (but not that unfairly gained full steel set of armor)

I'm open to other suggestions too, like giving the character a handicap, like "you can only use musical instruments as weapons" or something..

Or we could continue without any restrictions if people agree on that.

I would in any case like to stick to the rules for future turns and keep the game fair for all players.

As for how to bodyswap, from a discussion earlier in this thread about dfhack:

Quote from: Spish on April 16, 2013, 03:43:44 pm

Quote from: Pie Maker on April 15, 2013, 09:13:29 am

Point the cursor at whoever it is you want to control and type:
adv-bodyswap **force**

adv-bodyswap force **permanent**

Title: **Re: The Museum: Adventure mode succession world**
Post by: **hostergaard** on **June 26, 2013, 03:26:21 pm**

Ah, I would like not having to bodyswap, as I have already built a bit of a character around him (although, maybe if I found a suitable elf somewhere with high musicality and swapped places without saying anything, as if I always was this dude?). But its funny you should mention only using music instruments...

Spoiler (click to show/hide)
...because that is what my character stick actually is. Troubadour using instruments. I have kinda used weapons, but that is only until I found a suitable instrument.

Anyway, how long do I have left? If I have to bodyswap, I need some extra time retraining my adventurer.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 26, 2013, 03:47:57 pm**

Quote from: hostergaard on June 26, 2013, 03:26:21 pm

Ah, I would like not having to bodyswap, as I have already built a bit of a character around him (although, maybe if I found a suitable elf somewhere with high musicality and swapped places without saying anything, as if I always was this dude?). But its funny you should mention only using music instruments...

Spoiler (click to show/hide)
...because that is what my character stick actually is. Troubadour using instruments. I have kinda used weapons, but that is only until I found a suitable instrument.

Anyway, how long do I have left? If I have to bodyswap, I need some extra time retraining my adventurer.

Well I guess you can continue. there are other ways (freely available at the museum) that can cause players to become really powerful really fast, so this should not be a big issue.

For future players, the rules of only peasants/heroes will still apply.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **June 29, 2013, 03:47:28 am**

Quote from: hostergaard on June 26, 2013, 03:26:21 pm

Anyway, how long do I have left? If I have to bodyswap, I need some extra time retraining my adventurer.

The turn limit is one week. You can post the save, and post story updates later.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Pie Maker** on **July 02, 2013, 09:56:37 am**

So, do you have anything new to report, hostergaard?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **July 03, 2013, 10:02:40 pm**

I keep thinking "I should sign up for another turn of the museum"

Then I think man that new update would make the museum so much better with elven retreats, goblin towers/subterranean towers and the mountain homes.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **July 04, 2013, 03:51:41 am**

Why choose either/or? Why not both?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **StrangeMood** on **July 04, 2013, 10:10:31 am**

Read through the whole topic the last couple of weeks, truly awesome read; thanks. Can I sign up for a turn as well?

Thanks again, and looking forward to Hostergaard's story! :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 04, 2013, 05:49:35 pm**

I've had a pm from Hostergaard, we'll likely have the save game soon. I'll update the turn list tomorrow, need to get some sleep.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **hostergaard** on **July 05, 2013, 03:15:06 pm**

Right, I am done with my turn, just need to upload it. Thing is, I am visiting my parents and the internet here is sloooooooww. So it may take some time to upload it.

Will write update soon too. Lots of fun to report.

Edit: Dropbox link: https://www.dropbox.com/sh/v9ksld376suxinn/yo_eGEIdBU (https://www.dropbox.com/sh/v9ksld376suxinn/yo_eGEIdBU)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **☼!!Troll Fur Sock!!☼** on **July 06, 2013, 04:15:48 pm**

K, I will start my turn tomorow. I just got out of a long bath after 10 hours of LARP-ing in full military outfit, about 35 degrees IN SHADOW... I barely can force myself to write this.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Joost66** on **July 07, 2013, 09:32:52 pm**

So I know that earlier I entirely flaked out of taking my turn. This is because I was busy with RL things, and 2. I thought my turn was much further away. I've just finished reading through the whole thread over again, and would like to request a spot, if that's okay.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 10, 2013, 04:32:11 pm**

I've added joost66 to the turn list.

Any news yet Hostergaard and Trollfursock?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **☼!!Troll Fur Sock!!☼** on **July 10, 2013, 06:50:45 pm**

Lost my internet connection for 2 days, besides that, I'm really busy with RL now. But hey, if I won't manage to do anything epic in time, I still can just leave a blood-soaked sock in the museum, right?

I'm playing as Chuck Norris peasant. It's more fun that it should be.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **July 10, 2013, 07:39:48 pm**

I was just looking at the maxage tag the other day and it struck me that if we removed it from the raws post-worldgen, (or just changed it to some huge number like 10,000) for humans and other mortal races, they'd effectively continue to be present for adventurers to encounter instead of dying suddenly of old age as soon as they're seen. This would help keep the world fresh and filled with people except for the ones specifically killed during adventurer's visits.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **☼!!Troll Fur Sock!!☼** on **July 11, 2013, 06:28:36 pm**

Damn them boogeymen. I got ambushed by them, broken spine here, severed hand there, then... Over-exertion kicks in. Why, toady, why, I almost slaughtered them all...

So I guess I will build a fort, why not. How much time do I have left?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 11, 2013, 11:50:18 pm**

Until sunday.

My condolences on your death..bogeyman are a pain for peasant adventurers..
I'm looking forward to the story..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **☼!!Troll Fur Sock!!☼** on **July 12, 2013, 09:39:41 am**

May I request additional time? DF runs very slowly for me, y'know, 700 MB ram...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 12, 2013, 01:25:39 pm**

I think you can use dfhack, or raws editing to make your dwarves faster/incredibly fast, make sure everything is changed back when you submit your turn.

I'd like to stick to the deadlines for as much as possible, we have a long list of players waiting for a turn.You can also post your story after you submit your save. That would save you some extra time. Try to post a save game at the end of your turn, the next player might show up late, and you may be able to post updates.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Pie Maker** on **July 12, 2013, 01:43:34 pm**

Indeed, using the command "fastdwarf 1 1" on dfhack will allow you to build your fortress in no time, regardless of FPS.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **☼!!Troll Fur Sock!!☼** on **July 13, 2013, 08:34:20 am**

Didn't manage to do it in time, sorry. So... I will upload the save as soon as I find out how to retire my fort. Why retire? Because I hope one day I will be able to continue it. One day. Looking at the current list of players, that "one day" will be winter or later.

SAVE: *sooner*
EDIT: Save is being uploaded right nao. Have patience.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 14, 2013, 01:54:08 am**

Quote from: ☼!!Troll Fur Sock!!☼ on July 13, 2013, 08:34:20 am

Didn't manage to do it in time, sorry. So... I will upload the save as soon as I find out how to retire my fort. Why retire? Because I hope one day I will be able to continue it. One day. Looking at the current list of players, that "one day" will be winter or later.

SAVE: *sooner*
EDIT: Save is being uploaded right nao. Have patience.

There's a guide on retiring your fortress here: <http://www.bay12forums.com/smf/index.php?topic=81738.0>

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **July 14, 2013, 04:34:51 am**

I simplified those instructions and they work, producing an adventurer as a byproduct.

Spoiler (click to show/hide)
DFHACK v3: Fortress into town
1) "lair"
2) Loo"k" at an individual ---> 'dfusion' --> 'adventurer tools' --> 'change adventurer'
3) "mode set" --> '1'
4) 'Esc' --> 'Retire as a peasant/give in to starvation'

"---" = type this into dfhack console
'---' = choose this option/press this button

I usually choose the dwarf with the best back-story including familial relations, then retire them at their home to provide a little more interest in the location.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **☼!!Troll Fur Sock!!☼** on **July 14, 2013, 05:04:34 am**

Argh. Just argh. I'm never joining any sucesion game. This is third one where my savefile gets destroyed by unknown forces just in the end. Whatever, skip my turn... Sorry...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 14, 2013, 12:02:14 pm**

Are you sure it's completely broken? We've had a previous case where replacing the raws with those of an older version fixed things.. I'd hate to lose all progress

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Lurker Z** on **July 16, 2013, 12:38:35 pm**

Put me up for a turn, please.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 16, 2013, 02:26:05 pm**

Allright, that makes it Mrwillsauces turn.

MrWillsauce has a surviving character from his last round, now as discussed before we have this bug were characters can't be unretired the normal way; the game will crash during adventurer selection. A new character will need to be started, and using dfhack, control can be transferred from the new character to the old character. For that to work, the new character will have to visit the old one.
For bodyswapping you have to look at, and select your old adventurer; then go to dfusion, then "adventurer tools", then "change adventurer". (the exact key combinations seem to differ between versions of dfhack)

Luckily we know where Mrwillsauce lives:
Spoiler (click to show/hide)

Now Eric Blank already moved out of the house, he didn't mention how MrWillsauce was doing when he moved out, I guess we will find out.
Mrwillsauce companion, Adil Wireskin, is in the main adventurer hideout, together with all the undead, necromancers husks and vampires:

Quote from: Bralbaard on April 17, 2013, 02:58:43 pm

Here's a list of adventurers in the house; hope I didn't miss anyone:
Stasbo humorbury the Tepid Blazes (Sappho) -mortal, swordsman
Nil Swifttoast the Colorless Complexity (Pie Maker) -Eerie mist thrall, necromancer
Thel Indigozephyrs the greatest wad of oil (Atomic Chicken) vampire, vampire hunter.
Kaslun Wadsomber the Whirling Anguish Kromgar, necromancer, nasty puss syndrome.
Adil Wireskin the suffering of Burning a companion of MrWillsauce. mortal
'explorer' (Logic?) couldn't talk to him, name unknown, wears dragon nail jewelry, and a copper whip. Probably logic legendfinder.
Other notable characters:
Quemer Dwellscribes; a fifty-eight year old child.
Ewas jawnedpasses; a fifty-six year old child.
a goblin pikeman
a dwarven axeman
8 human soldiers, different weapon skills (likely companions of our adventurers)
5-10 innocent civilians

The current save game can be found here:

Quote from: hostergaard on July 05, 2013, 03:15:66 pm
Edit: Dropbox link: https://www.dropbox.com/sh/v9ksld376suxinn/yo_eGEIdBU (https://www.dropbox.com/sh/v9ksld376suxinn/yo_eGEIdBU)

We've had quite a few save games that were lost to crashes lately, it might be wise to make some backups of your save games after you've made a bit of progress, not for save-scumming, but because the world seems to become a bit unstable.

I'll update the turn list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **July 16, 2013, 09:10:58 pm**

That was the dwarf woman living there, right? I think I recall she was relatively healthy short of an injured ear. Probably because of the kobold corpse my character raised as soon as I opened the door between the two rooms...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **MrWillsauce** on **July 19, 2013, 07:11:25 pm**

Sorry I took so long to respond. Would you mind switching to Feb's body for me, Bralbaard (or someone else)? I'm not at all familiar with DFHack. If nobody wants to (which I understand and expect), I can just start another adventurer.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 20, 2013, 06:53:25 am**

Quote from: MrWillsauce on July 19, 2013, 07:11:25 pm
Sorry I took so long to respond. Would you mind switching to Feb's body for me, Bralbaard (or someone else)? I'm not at all familiar with DFHack. If nobody wants to (which I understand and expect), I can just start another adventurer.

I'll try and upload a save game later today.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Pie Maker** on **July 20, 2013, 08:24:42 am**

Quote from: MrWillsauce on July 19, 2013, 07:11:25 pm
Sorry I took so long to respond. Would you mind switching to Feb's body for me, Bralbaard (or someone else)? I'm not at all familiar with DFHack. If nobody wants to (which I understand and expect), I can just start another adventurer.

Trust me, DFHack is really simple to use.
Here's a short tutorial to bodyswapping, just in case you decide to do it yourself:

- 1.Download DFHack from here (<http://www.bay12forums.com/smf/index.php?topic=91166.0>).
- 2.Unzip the downloaded file in you Dwarf Fortress folder.
- 3.Open Dwarf Fortress as you normally would to start playing. DFHack will start up automatically.
- 4.Create a new adventurer and play adventurer mode normally until you find the character that you wish to take control of.
- 5.Look at the character by pressing "I" and whatever letter there is next to character's name (such as "a").
- 6.On the DFHack console, type "**adv-bodyswap force permanent**" (without the quotation marks) and hit Enter.

And that's it. You will now have full control over the character.
As I said, it's a really simple process. The only thing involving DFHack is the typing out of that simple command.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **July 20, 2013, 11:56:52 am**

That works for any "historical figure" including animals, titans, goblins, ect... However, it won't work for randomly spawned animals until they get a "name" for killing one of your party, which can be a bummer sometimes.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 20, 2013, 03:54:47 pm**

Here's the save game:
http://www.mediafire.com/download/1b6c4vawpkk7r42/Museum_turn_40b.rar

It's not identical to the original save game; I already downloaded Hostergaard's save game earlier and have been messing around with it, not knowing I would have to upload it later. No major changes: I've been testing adv-fort(dfhack) to see if I could build anything as an adventurer that would actually be saved properly. Turns out you can, if you first use dfusion adventurer tools to make a new site. The save game thus has one extra site, I don't think I changed anything else, except for body-swapping to Feb.

The site was for testing purposes, it's nothing fancy and very small, but it does fit with the lore of the world, so I couldn't be bothered to download a fresh save game for body-swapping.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **July 20, 2013, 04:47:39 pm**

So by making a new site in dfusion, adv-fort mode constructions remain constructed?! This means that shrines to the dead are now a viable option, as well as traveler's way-stations along well traveled routes! Cool!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 21, 2013, 01:25:51 am**

When you create the site it first asks you for a name, then for a number, for the type of site. Since I Had no clue what i was supposed to type in there I typed in a question mark, and everything worked splendidly. I later typed in a number at a different site, and at that site constructions were not saved. We should experiment a bit more to see what different numbers result in.

The created site is very small, you'll have to build within It's boundaries.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **July 21, 2013, 01:31:30 am**

Has anyone built the tables in the museum using adv-fort yet? If I remember correctly, furniture remains built even if a site isn't marked.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **July 21, 2013, 02:01:07 am**

Quote from: Atomic Chicken on July 21, 2013, 01:31:30 am
Has anyone built the tables in the museum using adv-fort yet? If I remember correctly, furniture remains built even if a site isn't marked.

You remember correctly, if you replace "remains" with "does not remain" and "even" with "especially".

Title: Re: The Museum: Adventure mode succession world

Post by: **Bralbaard** on **July 21, 2013, 02:11:49 am**

I think atomic chicken is right, he's talking about furniture build in adventure mode using adv-fort/dfhack. Those seem to be permanent while walls deconstructed upon leaving the site. I don't think anyone properly placed those tables yet.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **July 21, 2013, 12:38:17 pm**

By "very small", do you mean a 10 x 10 area or what? (3x3 like a workshop?) I imagine several small areas could be placed next to each other to make a larger area, if needed.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Eric Blank** on **July 21, 2013, 12:58:48 pm**

I thought he meant it was either a 1x1 or 3x3 embark square (one being the plot you're in when you make it and the other the limits to what you could have loaded in adventure mode.)

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **July 21, 2013, 04:02:35 pm**

I think it's one embark tile. Sadly in adventure mode it's hard to tell where the border of that tile is, so you'll build a house, leave to get some supplies, and find out half your house collapsed while you were away, because you build it right on top of the edge of the tile.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **July 21, 2013, 08:22:39 pm**

Huh.

I suppose you'd have to "survey" an area using 1x1 pillars of wood/stone, leaving then coming back to see where the borders of your square were. A few times of this and you'd be giving yourself a boundary line that would hold constructions permanently, while outside it, your scaffolding would automagically deconstruct.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Atomic Chicken** on **July 22, 2013, 01:18:55 am**

Quote from: Putnam on July 21, 2013, 02:01:07 am

Quote from: Atomic Chicken on July 21, 2013, 01:31:30 am

Has anyone built the tables in the museum using adv-fort yet? If I remember correctly, furniture remains built even if a site isn't marked.

You remember correctly, if you replace "remains" with "does not remain" and "even" with "especially".

I just tested this by building a table in the middle of nowhere without marking a site, leaving the area and returning after travelling around randomly for some time. The table remained built. Are you sure it isn't your memory that needs correcting, Putnam?

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Pie Maker** on **July 27, 2013, 04:13:31 am**

So, I recently remembered about that black fiend that attacked me during my turn some months ago. Back then, it was proposed to examine the legends to determine what a demon was doing on the surface, but everyone evidently forgot to do that. Here is what legends mode has to say about the matter:

Spoiler (click to show/hide)

Gusnullosnun, "Spitghouls"

Spitghouls was a black fiend **born in 852**. She was of unknown parentage. A great eyeless stag beetle. It has three long, curving horns and it has a bloated body. Its black exoskeleton is sleek and smooth. Beware its fire!

In the late spring of 1101, the zombie impala woman Purgeskull collapsed, struck down by Spitghouls in The Hill of Warnings.

In the late spring of 1101, a zombie goblin collapsed, struck down by Spitghouls in The Sable Pits.

In the late spring of 1101, Spitghouls became an enemy of The Bust of Fate.

In the late spring of 1101, Spitghouls became an enemy of The Group of Delighting.

In the late spring of 1101, Spitghouls became an enemy of The Empire of Scooping.

In the late spring of 1101, Spitghouls was struck down by the dwarf necromancer Nil Swifttoast the Colorless Complexity with a steel short sword in The Hill of Warnings.

Related Entities

The Bust of Fate <enemy>
The Group of Delighting <enemy>
The Empire of Scooping <enemy>

Two Notable Kills

Purgeskull the zombie impala woman, b. 1078 d. 1101
a zombie goblin, d. 1101

One Other Kill

One zombie barn owl <δ> in The Sable Pits

Note that the legends claim that the demon was **born**. This seems like a bug to me.

Legends Viewer confirms that there is no further backstory to it:

Spoiler (click to show/hide)



Spitghouls

Spitghouls was a demon born in 852 and died in 1101 (Struck) by the dwarf Nil Swifttoast the Colorless Complexity.

Caste: Default

Type: Standard

Related Entities

- The Bust of Fate  (Enemy)
- The Empire of Scooping  (Enemy)

Kills [Load]

1. the impala man Purgeskull, in 1101 (Collapsed)
2. the goblin (Unnamed), in 1101 (Collapsed)

Event Log [Chart]

In 1101, late spring, the impala man Purgeskull collapsed, struck down by [Spitghouls](#) in The Hill of Warnings.

In 1101, late spring, the goblin (Unnamed) collapsed, struck down by [Spitghouls](#) in The Sable Pits.

In 1101, late spring, [Spitghouls](#) was struck down by the dwarf Nil Swifttoast the Colorless Complexity with a (4524299) in The Hill of Warnings.

Now that I think about it, I remember reading a post several months ago about a very similar thing happening in adventurer mode, where a demon suddenly appeared whilst the adventurer was in a necromancer tower site. That demon was also listed in legends as being born.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **July 27, 2013, 01:27:52 pm**

Speaking of legends mode..

Hostergaard never finished his story and its over a month since he posted his last update. He has not responded to PM. Since it would be a dissapointment if his adventures were never told, I have concocted a plan. I want to hire the archeologists and historians of the museum (you) to tell the story before it is lost for ever.

Everybody who wants can dive into legends mode, to write your version of the story of Nithe, Hostergaards adventurer. We might end up with many conflicting versions, but that would be part of the fun. His adventurer might even have survived somewhere, or might have deposited something at the museum.

- rules:
- 1) This is only about telling the history of Hostergaards adventures, so don't dash of on your own adventures, and post about those, you'll have to wait for your own turn to do that. (you can however search through the museums stacks to see if anything was deposited there, if needed) Try to restrict yourself to legends mode for as much as possible.
 - 2) Everybody can join, you don't have to be on the turn list.
 - 3) No uploading of save games, this will run simultaneously with the main game.
 - 4) You can submit your story until up to two weeks from this post.

If Hostergaard shows up after all, he can post his official version, and we'll laugh about everything we got wrong.

Also, MrWillsauce is also not responding to PM, and doesn't appear to have started his turn. We'll move on to the next person in line, HeavilyMedicated.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **July 27, 2013, 02:33:28 pm**

You're a bloody genius!

(also, I will contribute to this because it is awesome.)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 28, 2013, 04:01:56 am**

Great! I'm going to submit something myself as well.

Edit: and there is a lot to write about in legends mode, (with a lot of room for interpretation)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **July 28, 2013, 02:18:25 pm**

There are innumerable stories worth writing about, not even remotely related to Nithe.

My favorite is the death of the kobold Chreebus, who was slain by the draltha "Dotnets." The internet killed the poor innocent little guy! :P

When you mentioned not running off on our own adventures, did you mean you also don't want us to perform research by going and talking to people in the world to include in the document, or simply don't turn it into a write-up of your adventures? At this point, I have some questions for the residents of a few towns Nithe visited, so I wanted to go talk to them.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **July 28, 2013, 03:25:06 pm**

Some research is fine, but everything you research should be related to Nithe. If there is information that you can't get in legends mode, like what items were dropped at the museum, or quotes from the local population, you can get them by playing, but indeed it should not be a write-up of your adventures.

Basically, this is not meant as a adventure game, but a legends mode game. An adventure based subgame would be unfair to people on the turn list, and would likely take the focus away from Hostergaards adventure.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **July 29, 2013, 02:13:43 am**

I'm on it.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **July 31, 2013, 10:26:26 am**

Quote from: Bralbaard on July 21, 2013, 01:25:51 am

When you create the site it first asks you for a name, then for a number, for the type of site. Since I Had no clue what i was supposed to type in there I typed in a question mark, and everything worked splendidly. I later typed in a number at a different site, and at that site constructions were not saved. We should experiment a bit more to see what different numbers result in.

The created site is very small, you'll have to build within It's boundaries.

So, I did a bit of experimenting on this and got these results:

non-numeric character=lair (mound type)-**creates empty mound-lair** upon reloading area
0=white (dwarven) ruin, cannot travel through, acts like abandoned fortress
1=dark grey (goblin) ruin
2=cave, constructions remain built, no cave formed upon reloading site
3=light grey (human) ruin, constructions do not remain built
4=yellow (elven) ruin, constructions do not remain built
5=town, constructions do not remain built
6=red X, constructions do not remain built
7=lair (burrow type)-**creates an empty burrow type lair** when site is reloaded-constructions outside the lair deconstruct, constructions within it do not
8=fortress
9=bandit camp
10=tomb
11=pink X
Every number tested that was above 11 produced a site marked with a pink X.
There might be more sites available, but I did not feel like typing out every single number from 12 to infinity...

Note that I did not test to see if constructions remained built in all the sites. Also, I discovered that for some of the sites where constructions normally deconstruct, if you leave them on the local map instead of fast-travelling out, they will remain built permanently.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **August 01, 2013, 10:25:53 am**

WOW!

Do you remember which "Some of the sites" remained built if you didn't fast travel away from them?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **August 01, 2013, 01:51:09 pm**

Quote from: Timeless Bob on August 01, 2013, 10:25:53 am
WOW!
Do you remember which "Some of the sites" remained built if you didn't fast travel away from them?

Firstly, I want to clarify that I was refering to sites marked using DFHack, not sites created during world generation.

Now, as to which sites this works with:to be honest I only know that it works with the "red X" site, and merely assumed that it might work with other sites too. I actually discovered it accidentally, when i left the site on the local map after having built a couple of walls there. After fast travelling around a while, I returned to the site (which is invisible in the travel map) and was surprised to discover that I had spawned on one the walls I had built! Further experimenting showed that, once this was done, the walls did not deconstruct after leaving in fast travel mode.

Edit:I am doing further test on this subject getting somewhat strange results. It appears that for constructions to remain built permanently, red X sites must be reloaded twice. Here's the methodology and my result:

Test 1
1.Went to random location in wilderness.
2.Created a "type 6" site (i.e. red X)
3.Opened advfort and built a wall.
this is were things start to get weird
4.Slept at site
Result:wall deconstructed.
5.Built another wall.
6.Slept again
Result:wall remained built

Test 2
Repeated steps 1-2
3.Slept
4.Built wall
5.Slept
Result:Wall remained built

Test 3
Repeated steps 1-2
3.Slept
4.Slept
5.Built wall
6.Slept
Result:Wall remained built

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 01, 2013, 03:04:03 pm**

Interesting.. I guess that when you create a site it isn't actually loaded right away. So if you build your site in a forest the game still has it loaded as a forest, next time you enter it realizes it's a site and loads the new data. This can also be seen in how site 7 works according to your description. Sleeping is just another way of reloading the site

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **August 01, 2013, 03:17:00 pm**

So basically, the engine requires a would-be architect to spend a couple days "surveying the area" (sleep and then sleep again) before building something, then "cleaning the site up" (sleep once more) before constructions will stick around. Do you realize that you've just discovered the "magical ritual" that will allow adventurers to finally contribute new structures to old worlds?

(Awesome.)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 01, 2013, 03:33:49 pm**

Awesome indeed.

So I think we should allow use of adv-fort..

However, if you're using it:
1.Please have a recent backup of your save game (this is good advice even without adv-fort)
2.Don't use dfhack for cheating
3.If you build sites, and want them marked on the world map tell me the names, so I can find them. (I can find abandoned sites using reclaim, but these new sites are difficult
4. Do not build any sites within 3 embark squares of the museum as certain sites are known to cause fps issues after repeated loading, we do not want those to affect the museum.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **August 01, 2013, 06:14:22 pm**

Found Nithe and his companions, totally by accident. They're in the fortress of Muffinseasons a short trip east-south-east of Dinnerwandered.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Warmist** on **August 02, 2013, 09:41:41 am**

Quote from: Bralbaard on August 01, 2013, 03:33:49 pm
Awesome indeed.

So I think we should allow use of adv-fort..

However, if you're using it:
1.Please have a recent backup of your save game (this is good advice even without adv-fort)
2.Don't use dfhack for cheating
3.If you build sites, and want them marked on the world map tell me the names, so I can find them. (I can find abandoned sites using reclaim, but these new sites are difficult
4. Do not build any sites within 3 embark squares of the museum as certain sites are known to cause fps issues after repeated loading, we do not want those to affect the museum.

Please keep in mind that the vanilla bug of sites still remains. The one that makes sites unplayable laggy after reclaim or in our case in multiple reloads of the said site. If it was not for that bug i would be playing the heck out of advmode (also would have made more improvements to adv-fort script). For all my test i been using type 2 sites these type 6 might be exempt from this annoying bug but testing is needed.

Edit: preliminary testing looks bad: they are still multiplying. Afaik this will be fixed in next df version but if anyone finds a way to fix it before that my brewery would be very thankful.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 02, 2013, 10:33:18 am**

That's why point #4 was included, nothing should be build too close to the museum. For some reason the museum isn't affected by this bug, it has been visited hundreds of times, but still has good FPS. It is likely unaffected because it isn't a constructed site.

As long as new constructions stay far enough away so they aren't loaded simultaneously we should be fine. (all the other constructed sites in the game suffer from this bug, but as those sites can be avoided, the bug rarely bothers us. Maybe some of the sites mentioned by atomic chicken do not have the bug, but do allow constructions, that would be worth investigating.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 02, 2013, 02:09:47 pm**

I've been playing around in photoshop and have made a map of the game world with some of the interesting sites marked:

[Spoiler](#) (click to show/hide)

Overview:

zoomed in section, Omon Woge:

I've only marked some of the empires, mostly the nearby ones, and some that I think are well known. I will add more empires once we find out more about them. The empire borders are not well defined by Dwarf Fortress, I based the map boundaries on what cities belonged to certain empires, and on geographical features, like mountain ranges and major rivers.

The maps resolution is compatible with legends viewer, so you can import it in that program instead of the regular maps. You can download high resolution .bmp files here, one version that's annotated, and one that's not.

link to DF file depot (<http://dff.d.wimbli.com/file.php?id=7872>)

Let me know if I missed any important features in the maps, those could be added.

Edit: heavilymedicated did not respond, it's Jacobs turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **August 03, 2013, 05:44:44 am**

Quote from: Warmist on August 02, 2013, 09:41:41 am

Quote from: Bralbaard on August 01, 2013, 03:33:49 pm

Awesome indeed.

So I think we should allow use of adv-fort..

However, if you're using it:

- 1.Please have a recent backup of your save game (this is good advice even without adv-fort)
- 2.Don't use dfhack for cheating
- 3.If you build sites, and want them marked on the world map tell me the names, so I can find them. (I can find abandoned sites using reclaim, but these new sites are difficult
4. Do not build any sites within 3 embark squares of the museum as certain sites are known to cause fps issues after repeated loading, we do not want those to affect the museum.

Please keep in mind that the vanilla bug of sites still remains. The one that makes sites unplayable laggy after reclaim or in our case in multiple reloads of the said site. If it was not for that bug i would be playing the heck out of advmode (also would have made more improvements to adv-fort script). For all my test i been using type 2 sites these type 6 might be exempt from this annoying bug but testing is needed.

Edit: preliminary testing looks bad: they are still multiplying. Afaik this will be fixed in next df version but if anyone finds a way to fix it before that my brewery would be very thankful.

Do type 2 sites retain constructions? All of my tests so far seem to show the contrary. Also, about that bug, was it caused by the multiplication of animals in the caverns every time the site is reloaded? I'll test the other sites to see if they are also affected by this issue.

Edit:the few sites that I tested all seemed affected, but here's an idea:using "liquids" command in DFHack, seal off the caverns with obsidian and then fill them with magma.

Quote from: Timeless Bob on August 01, 2013, 03:17:00 pm

So basically, the engine requires a would-be architect to spend a couple days "surveying the area" (sleep and then sleep again) before building something, then "cleaning the site up" (sleep once more) before constructions will stick around. Do you realize that you've just discovered the "magical ritual" that will allow adventurers to finally contribute new structures to old worlds?

(Awesome.)

Actually, I thought that Bralbaard had already discovered how to make permanent constructions when he built the shrine to Teshil. Also, we can deduce that you only need to sleep (ie.reload the site) once; the second reload was simply a test to see if the constructions remained built.

To be honest, I did not know this when I ran the first tests on other sites so I decided to re-test a number of them:

Site#5 (town)-was surprised to find that 3 empty houses had suddenly appeared out of nowhere upon reloading. Not only that, they showed up on the fast travel mode screen, along with the sort of zoomed in map that you get around towns. However, not one of the five tests that followed generate any buildings, implying that there are geographical restrictions as to where they can be placed.

Site#7-despite the results of my original experiments, when I tested site#7 again, a mound lair was generated instead of a burrow-lair, which is confusing. Maybe #non-numeric and #7 generate a lair, but the type is decided randomly/according to the geographical location? Note:as far as I know, shrines and labyrinths are also considered lairs, so maybe they can be generated by this site type.

Site#8 (fortress)-no building formed, however it seems that sometimes a slice of the surrounding landscape was removed to make way for the fortress site. Constructions do not remain built.

Site#9 (camp)-constructions remain built

Site#10 (tomb)-no tomb generated, constructions do not remain built.

Sorry for derailing your thread Bralbaard. :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Moon Label** on **August 03, 2013, 03:34:30 pm**

Bralbaard, I'd love to be added to the play-list! From the looks of it, I'll take my turn around mid-November, but I can wait. That gives me time to read all the play-logs and plan a grand adventure.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 06, 2013, 03:49:35 pm**

Alright, we still have this experimental sub game (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4439569#msg4439569>)running to fill in the story of Hostergaards adventures, as nothing was written down. Here's my entry.

This entry has a negative approach to Nithe's achievements, not in any way to downplay Hostergaards adventure, on the contrary, he has achieved a lot, legends mode is full of interesting stuff that relates to his adventures. The story is written as is because part of the fun of this sub-game will be to get some completely different stories out of the same data.

Dear curator of the museum,

Before you lies a letter singed by all members of the dwarven council.

We send you this letter with the greatest urgency. It has come to our attention that you are about to place an *elf* on your list of historical figures, and that you are even considering taking up certain items deposited by this pointy eared creature into your famous collection. We were quite astonished that despite the fact that the goods were deposited by an elf, you never checked for trickery, nor checked the pointy ears false claims with more reputable sources.

We hereby wish to present you the evidence that 'Nithe Earthspeaker the Lauded Way' as he calls himself, is nothing but a fraud. A forest-loving tree hugger that achieved little, but makes up for it with smooth talk and lies.

We do not dispute the fact that Nithe started his adventure far to the south, nor that he crushed many goblins in several cities, cities with ominous names like Esteemedcurses and Fiendfleshy. These facts however were mistaken for heroic deeds, while instead, they were nothing but treason and

murder. It is true that these cities were founded long ago by a dark goblin empire, however this empire was defeated, and for over 700 of years their cities have been part of the honorable dwarven kingdom of Sefololtar, also known in your tongue as "The Rough labor".

[Spoiler](#) (click to show/hide)

Esteemedcurses still has many goblin citizens, and while it is true goblins have a difficult nature, these goblins have been civilized by many centuries of dwarven guidance and are in fact law abiding citizens. The renegade elf Nithe endangered hundreds of years of progress with his racial murders. With a self-righteousness typical of his species, he struck down these poor goblins, probably because they lived in a wooden house, or because their children wore fur clothing to protect them from the harsh climate. We know for a fact that the goblins welcomed Nithe, and trusted him. Nithe was welcomed into the empire of the Rough labor and given all rights any other member has, only for him to betray us:

[Spoiler](#) (click to show/hide)

We, the dwarven council would like to emphasize that it would have been justified for us to strike back at the elves with equal force, but we have chosen to hold back, and get all the facts sorted out properly first. We planted an agent in Nithe's group, a brave dwarf, known by the name of Dakost Shootbelts. This dwarf, now also known by his well deserved title "The Dimpled Tactic of Pears" managed to influence the path of Nithe's gang, and guided them away from the dwarven kingdom, and managed to gather all the information now presented in this writing.

After Dakost joined Nithe, Dakost persuaded the elf to stop his attacks on the Rough Labor and attack the kobold camp of Tiflarin instead. After that they travelled far to the North, and they set up camp at Northevil, Dakost sent a report of many suspicious deaths at this site at the time the group visited, however none can be directly tied to Nithe or his other companions.

[Spoiler](#) (click to show/hide)

The group then travelled further north trough the bandit infested lands of the systemic desert. Here they faced wild goblins, bandits and many untamed beasts. We know that Nithe's visited Tongsrace, but we have not yet received a full report from Dakost. You may have heard more from him, as we know they visited the museum after their visit.

[Spoiler](#) (click to show/hide)

Our infiltrator, Dakost, is currently in a position to arrest Nithe and bring him to justice, if we can get a guarantee that he will face trial in Dinnerwandered. There is an obvious alternative to induction of this pointy eared fraud in your hall of fame. Dakost, a proud member of the dwarven race, has proven himself far more worthy. As proof of his heroic deeds we hereby include a list of all the foes he has slain.

[Spoiler](#) (click to show/hide)

We trust that you, as the curator of the museum will make the right decision.

With kind regards

The dwarven council

I'm looking forward to other entries, I omitted many parts of Hostergaards adventures and have not investigated the museum, so there should be plenty of stuff to write about, writing from a different perspective will likely result in a completely different story as well. Part of the route is guesswork, I may have missed many locations.

I'll add moon label to the list.

Also, Jacob responded by PM, He'll get to it soon.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Lurker Z** on **August 07, 2013, 09:34:53 am**

Relating to retiring with DFhack, I found this in their documentation. Bolded words are highlighted by me in relation to what I believe is needed in our current situation, italic was default in the documentation.

Quote from: DFhack link=http://github.com/peterix/dfhack#id91

Example

You are in fort game mode, managing your fortress and paused. You switch to the arena game mode, assume control of a creature and then switch to adventure game mode(1). You just lost a fortress and gained an adventurer. You could also do this. **You are in fort game mode, managing your fortress and paused at the esc menu. You switch to the adventure game mode, then use Dfusion to assume control of a creature and then save or retire. You just created a returnable mountain home and gained an adventurer.**

I take no responsibility of anything that happens as a result of using this tool

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **August 07, 2013, 03:46:31 pm**

I've retired two sites using this method in my "Luckiest Tourist EVER" game, and the it's not any more unstable than it ever was. However, the FPS hit is significant on large embarks retired in this manner, (I think, due to all the various blood and crap lying around). If a fort is retired rather than abandoned, I'd suggest using the "clean all" tool in Dfhack first to get rid of unnecessary splotches of various stuff as well as "autodump" to police up the various random items of clothing and such that tend to get left here and there before retiring it. It might help keep the FPS hit from becoming so bad.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Niyazov** on **August 09, 2013, 01:00:45 pm**

If it's still possible, I'd love to request another turn. I know it might be a couple of months; no sweat.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **August 09, 2013, 10:19:19 pm**

IMA GONNA LITERATE YA'LL!

[Spoiler](#) (click to show/hide)
The Tale of Nithe Earthspeaker, The Lauded Way

By, Ceslaz Earwinters

In recent years, the world was graced by a peculiar sight: an elf of a nature most unnatural, Nithe Earthspeaker. Moreso than any other wanderer of these dark times, Nithe has generated rumor after rumor, an endless stream of questions, and in my humble opinion that intrigue is not undue. As he and his reportedly quite merry band strode across the countryside, they sang songs of their own glory and told tall tales, some of which became part of local legends. Despite the air of fantastic tall tales dismissed by public officials, I in my research have come upon some truths of which we may be certain.

Part of the appeal of Nithe is in his unusual nature: the elf is gifted with what many claim to be his "divine beauty". After having met him myself, and having a somewhat higher education, I can attest that he is not, in fact, exceptionally attractive, but rather that persons witnessing him often become entranced by a form of magic. Nithe is what scholars often call a demigod; a mortal, or at least one on the mortal plane, whom was the child or prodigy of a deity. When I interviewed Nithe, he only had one comment to share regarding the topic:

"I didn't get along with my parents, and they weren't exactly proud of me. I'm not proud of them either. Suffice to say, I'm not fond of discussing the matter."

He refused to elaborate even on his childhood or homeland, nor even discuss where his travels had taken him before his run-in with The Rough Labor, but reports that he was born in 933. Neither of his companions, Dakost and Konli, were able to provide any other information, saying that the topic was off-limits even for them. Although we may never know of his exact origins, evidence that they are in some way divine can be found in how he affected the world around him as he traveled.

Nithe's first recorded appearance was in Baldwitches, wherein he testified in favor of Edem Townfolds, whom had confronted and murdered Zolak Tormentstroked. According to Edem at the trial, she had never before had the urge to kill someone. Despite knowing Zolak was an enemy of the Rough Labors (through some manner of technicality unbeknownst to the learned and invented by the puzzle-brained dwarves who write such laws), nobody in the community had ever before felt any hostility for him. He was, by all accounts, a respected member of the community. When Nithe opened the door and laid eyes on them, Edem and several others struck out at Zolak, reportedly being overcome by some urge which they could not control. In the end, None of them were tried as it was deemed, in dwarven law, perfectly legal to kill Zolak.

Nithe was soon found wandering into the hamlet of Esteemedcurses, wherein he famously slew two of the citizens of the farming community, unprovoked. Others nearby reported feelings of impending doom. A zombie goblin was also reported to have been running loose at the time. Nithe next cropped up in Ruthlessterrors where another murder took place upon his arrival, and then in Fiendfleshy. During his stay, he reportedly killed two more goblin citizens by his own hands. The residents of the town also reported a feeling of impending doom, but rather than dissipate upon Nithe's fleeing, people and animals began to die. It started with Thish Empirethunder, a reptile woman and Cheiftess of a bandit gang in the sewers below. Her followers reported seeing her simply keel over, dead. A similar report came in regarding another gang leader, Enggo Platehour. All throughout the town, a sudden war erupted amongst various criminal factions. Some were so terrified they fled and turned themselves in, reporting that they had no idea why this had happened. Similarly, a farmer's prized yak bull was found dead in the fields, completely untouched. During his travels northward from The Rough Labors, Nithe's effect on the world continued to be a mixed blessing.

By Nithe's own accounts and songs, his next stop was a raid on the kobolds of "Tiflarin." Much of his respect as an adventurer came from this, as does the appearance of his companion, Dakost Shootbelts in the history books. The pair then fled Northwards together, through the Systemic Desert to Northevil, where it is reported that the already-officially-abandoned fortress suffered the same sudden bout of mysterious deaths and violence as had been seen in Fiendfleshy.

When the group had arrived on the other side of the Systemic Desert, in territory owned by Dur Kunod, another had joined them; the human woman Konli Graincradles, of 104 years of age. She was, by all accounts, perfectly healthy and energetic, keeping up with her comparatively long-lived companions. The trio now strode through villages on their way northwards towards Dinnerwandered, singing their tales of adventure and inspiring awe in the populace. Their travels through this territory were relatively benevolent, despite some violent encounters with local bandit gangs. Nithe had, according to rumor, been in possession of a harp of most superb quality, as well as being composed of rock. It was in fact a dwarven artifact, which I believe may have been "The Bridle of Turquoise." He was also, according to rumor, using an adamantine sword. Neither of these artifacts were on his person when I spoke to him, although Dakost still possessed his fabled drums and maces, and Konli her trumpet. Nithe himself asserted that he did indeed have an adamantine sword and the harp and that both were left in dinnerwandered.

The harp, like a few other artifacts of the Museum, had been stolen, whilst the sword is currently on display on the third floor, in the pile of dwarven-made adamantine gear donated by one Bora Ragedance. Nithe and his companions are currently "temporarily retired," in the otherwise-abandoned fortress of Muffinseasons, but state they are still willing to perform for travellers.

So there, an XaccountX of the mysteries surrounding Nithe's demigod-hood and adventures.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 12, 2013, 12:10:14 am**

Great!

So I guess we should include the adamantine sword in the official museum collection? Did the sword itself list the correct kills?
I'll update the turn list and other posts later, no time now.

Also, it's been 10 days since I last heard from Jacob, that makes it Tehsappers turn..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **August 12, 2013, 12:31:17 am**

It listed 5 kills by Nithe. Goblins, I believe.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Tehsapper** on **August 12, 2013, 03:41:31 am**

Quote from: Bralbaard on August 12, 2013, 12:10:14 am
Also, it's been 10 days since I last heard from Jacob, that makes it Tehsappers turn..

Oh well, here I come.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 12, 2013, 03:57:48 pm**

I'm looking forward to new adventures.
People are still free to upload entries to Hostergaard's story, I'll try and wrap everything up this weekend.

I've added Niyazov to the turn list, and Nithe's adamantine short sword to the museum collection.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 13, 2013, 04:21:01 pm**

Quote from: Warmist on August 02, 2013, 09:41:41 am
Please keep in mind that the vanilla bug of sites still remains. The one that makes sites unplayable laggy after reclaim or in our case in multiple reloads of the said site. If it was not for that bug i would be playing the heck out of advmode (also would have made more improvements to adv-fort script). For all my test i been using type 2 sites these type 6 might be exempt from this annoying bug but testing is needed.

Edit: preliminary testing looks bad: they are still multiplying. Afaik this will be fixed in next df version but if anyone finds a way to fix it before that my brewery would be very thankful.

I've done some tests on site type 2 (cave) and its interesting..

I created a site, and build a wooden pilar, it remained constructed after leaving and reentering the site.
After leaving and entering the site for approximately 20 times, I noticed no lag, and no unusual amounts of animals, a few animals were present on each visit, sometimes more but never that many.

However, after I slept for seven or eight times on the same site, without leaving, animal numbers exploded. I almost didn't make it out of the site alive. After leaving and reentering the site the animal numbers seemed to have reset themselves to normal levels.

Sleeping at the site for another seven times again resulted in an animal explosion that vanished after leaving and revisiting. I have no clue what happened to the underground populations, but as of now, there is no noticeable lag. Everything added up, the site must have been reloaded 30+ times. Some confirmation from others would be useful, but it looks like good news for Warmist's brewery. The site was constructed somewhere in a desert/gray sand area, no interesting features around.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Tehsapper** on **August 14, 2013, 06:02:13 am**

A tale of Ushat Fasholon, "Parchgear", the Scarlet Silkiness of Perplexing

[Spoiler](#) (click to show/hide)

Born in one of dwarven outposts located on the mountain range called the Prime Crest, everyone told his parents that he will become a great hero the dwarven race needs so badly. The Guarddwarves squad of the capital already marked him as an Initiate - a great honour for any dwarf aspiring to be a warrior - so when he is fit for military duty, he would train with greatest and most skilled warriors of dwarfkind. His parents were proud of him, a great son of a family of simple masons.

He was as strong as an elephant, as agile as a raven, and...

...Yeah. As dumb as a giant sponge.

Still, at first his parents thought that he gonna grow up and everything will be fine by itself, but his mind never evolved past infants one. When he decided to use a stone mug from a stockpile to drink beer at age 6, his deeply ashamed father said "Enough!" and in a fit of anger (because everyone was laughing at his son harder than at sight of burning cats) threw Ushat into a "day care" pit.

How suprised father's face was when Ushat emerged victorious by strangling all of the hungry rabid dogs, sustaining barely a scratch as injury. So, the local government told them that trying to kill promising warriors is a a very bad idea, and that's why Ushat was sent to a special burrow, to train for all his lifetime and only be released when another pack of goblins invades.

It all was glad, until that one accident. Somehow, Ushat slipped away after fighting off some kobolds and went to sleep in one of dormitories. He was only found when he was punching to death an elven caravan master, that just came here with a good load of booze. As the caravan was quickly retiring back to their woods, Ushat was caught and put under arrest.

To add insult to the injury, the fort was already experiencing soberness, as the head brewer was killed in a mining accident. After all the screams and complaints they all came to a conclusion: they have had enough of Ushat's stupidity, but elves deserved it.

Nevertheless, they couldn't execute him for this, and trying to beat him would only enrage him, which would lead to grave results, so, Ushat was exiled. They used a common trick for such problems: he was told to guard the nearby hill from "invaders".

Ushat obeyed, but as time passed, he grew tired, drowsy, hungry and thirsty and so he went back. Thanks to his iffy memory, he couldn't find the way to home, so he went Armok-only-knows where, in vain attempts to find his home. Ushat never fully understood what happened that night. And so, his adventure began.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **August 14, 2013, 10:54:46 am**

Please join me in cheering (<http://www.youtube.com/watch?v=oZ-z90YO0tc>) Braalbard's Dwarven Science!

Hip hip hooray!

[Spoiler](#) (click to show/hide)

Ever notice how the Royal Family seem "picture perfect" for dwarven nobles?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 15, 2013, 12:12:57 am**

A new adventure!
I wonder how far Ushat will get, at least he seems to have gained a proper name, that's good news.

Also some new science, this time with less desirable results, I 'll spoiler it to not clutter up the topic

[Spoiler](#) (click to show/hide)

Previous results looked like they were a bit too good to be true, so I went back.
The previous times I visited the site, I explored it quite well on each visit, which meant that, because the site is small, all animals fled from the site on each visit, probably keeping the amount of duplicating animals low.
So this time I only popped in and out of travel mode next to the site, which also causes the site to be loaded, and witnessed an animal explosion.
Scaring all of the animals of the site (and killing the aggressive ones), gave a site with few animals on the next visit, but leather from cavern creatures is starting to accumulate on the surface now, so there likely is a problem in the caverns.

This also explains why the animal numbers went up when I slept, I did not scare the animals of my property between naps.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **August 15, 2013, 04:53:19 am**

[Spoiler](#) (click to show/hide)

So a proper dwarven brewery will just happen to always need to serve roast beasts with biscuits as well? A Brewery/Roadside cafe...

I'm wondering if an "Iron chef" game of DF adv-fort might not be fun - Scatter a few brewery buildings around an island via fort mode and have adventurers make a pilgrimage to each one, each vying to be the best cook in the land by collecting only the finest rare ingredients along the way... Of course, each place would be stocked with a kitchen and a still, as well as a cellar to store the other adventurer's creations. Add in a couple tables and chairs, and a long table across one wall, a level or two of bedrooms, and a distinctive statue by the entrance (To give the place a name), and you have a pre-game contest for who can build the nicest/most attractive Inn as well...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Niyazov** on **August 15, 2013, 01:33:18 pm**

Quote from: Timeless Bob on August 15, 2013, 04:53:19 am

[Spoiler](#) (click to show/hide)

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[Spoiler](#) (click to show/hide)

a ~~dungeon~~ pub crawl

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **August 15, 2013, 05:32:43 pm**

Not related to "The Museum" game except incidentally - carry on.

[Spoiler](#) (click to show/hide)

I just saw this trailer the other day The World's End (<http://www.youtube.com/watch?v=cmW2DhexRLw>)which may have had some influence on the idea.

Quote from: Niyazov on August 15, 2013, 01:33:18 pm

Quote from: Timeless Bob on August 15, 2013, 04:53:19 am

[Spoiler](#) (click to show/hide)

So a proper dwarven brewery will just happen to always need to serve roast beasts with biscuits as well? A Brewery/Roadside cafe...

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Spoiler (click to show/hide)
a ~~dungeon~~ pub crawl

Spoiler (click to show/hide)
Why am I suddenly reminded of Inception (<http://www.youtube.com/watch?v=nKI432ICZaU>)?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **August 15, 2013, 05:36:30 pm**

(double post removed)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Tehsapper** on **August 16, 2013, 04:02:35 pm**

And so Ushat went along the Prime Crest, and he came down to Clinchedarrows - a city of hill dwarves. He tried to find anyone who could point him back to his home, but all houses were silent and empty, no one responded to his calls. The city was barren and abandoned, with no signs of life except plump helmet fields (sometimes they indeed grow aboveground). But when he almost lost his hopes of finding anyone, he stumbled upon a lone house, with windows lit and otherwise showing that someone is here.

Ushat knocked on the door, then again, then he almost wanted to rip the door off, but the mysterious owner opened. It was an old, old female dwarf, so old she could be Ushat's grandgrandmother. She was knitting a sock for someone.

'Hello there, fellow youngster! How did you end up in this place, so late?'
'Me Ushat. Me lost. Find way home?'

The granny stares at him in amazement, but soon realizes what's wrong in this big, muscular warrior. She makes a pause to come up with the right, simplified words for him:

'You lost? That's bad, very bad. My name is Stukos. What is your name?'

'Huh?'

'Name! A word you parents gave you on the day of your birth. For example, Urist, Likot, Usthut, Sarvesh, Kivish, Usha..'

Something clicks in Ushat's head and he blurts out a reply:

'Yes! Name is Ushat. Tell about surroundings'

And so, as Stukos was telling about almost every place she knew in this world, starting with hills, wide and barren, and oceans deep and mysterious. She told him of dark woods, where spiders roam freely, covering trees in soft, soft silk, so the light can't penetrate them at all. She told him about dwarven cities, majestic in their architectural order, holding unspeakable treasures. She told about elf retreats: 'those treehugging elves give trees names! Trees! Completely out of their minds, aren't they?' Ushat got bored and started to drift into the world of dreams as one detail interrupted him:

'..ountains, on the side of Insectious Forest, near the Hills of Murderings, no idea what it does now, Owlwalls, re-'

'Owlwalls?'

This name reminded him heavily of something.

'Yes, a settlement on the eastern edge of our world, as new as an infant. No idea what's inside, the news just got here.'

Something dear and what he had lost. It could only be-

'Home?' - he thought. The tiredness forced him to grab onto this idea like onto last pint of booze. Ushat hoped that he wouldn't forget the name this time, as he had done before, and decided to engrave a bird and a wall on his helm, just in case.

The hospitable granny let him sleep it off, 'cause it would be awful to leave someone to fend off for himself, wouldn't it?'

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **August 17, 2013, 07:04:10 am**

All these stories are great and I would love to add to the glory of the museum.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 17, 2013, 01:33:18 pm**

You're added to the list, but note that it will take several months before your turn arrives.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **August 18, 2013, 08:54:59 am**

I am well aware. I'm just excited that I'll finally be able to take part in one of my favorite sorties.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Tehsapper** on **August 20, 2013, 10:50:39 am**

On the next day, Ushat thanked Stukos (she also gave him a bag of spare plump helmets) and went further in town. Soon he found a working shop that sold leather apparel: cloaks, shoes and so on.

'Me want cloak. Good cloak' - and he pointed to masterful cloak, made by some unknown artisan.

'It's all yours, my friend, but it'll cost you 800 uristmids'. The trader was rather happy that there was a customer, even a retarded one.

'Wots an uristmids?'. Deep dwarves still have no understatement of proper private property, so some of them grew all life hauling crafts to the trade depot, but never ever seeing money. Dwarven socialism and so on.

'Ehh... damn you. Shiny bits, golden, silver, copper, ada... Whatever, maybe you have something to sell? Crafts, artifacts? Goblin heads? Perhaps tattered bloody clothing? I won't mind it at all, my friend.'

'No. Only prepared fly brains, want some?' - and he reached into his backpack.

The disgust on trader's face was rather clear, so Ushat put them back - who knows what he is going to eat next days, plump helmets again?

Anyway, Ushat thought that it'd be nice to get some shiny coins, just in case. The problem was that there were no employers anywhere, and that trader didn't want to discuss anything after that. So, Ushat wandered through the town aimlessly.

He stopped to look upon a curious hole in the road, with a grate to stop anyone from falling in. There was darkness, and he could swear he had seen a pile of strange bones in the gleam of murky water.

Anyway or other, Ushat ended up before a massive keep, where probably his future employers resided, as he thought (and he was right). The keep was rather old and required some repair, which boosted his hopes of getting money for honest work. And so, he entered the hall, absolutely unchallenged as there were none to stop him-

'Who dares to disturb the High Council?!' - some low, rather scary voice boomed out.

'Ushat Fasholon, look for job'.

'Job? What chances do you have agai-' - As some strange dwarf in red outfit paused, because other dwarf, grey one, started to whisper something in his ear, Ushat took a look at surroundings.

The hall looked like a typical dining room you can find in any fort, only with 75% more statues. The so-called High Council consisted of five dwarves that sat there and were in process of eating plump helmet stew. Still, they looked intimidating, and Ushat thought that they were in charge of this poor city.

The dwarves finished whispering and looked at each other. Then, the red dwarf spoke:

'Ahem, I mean, yes, we do have some open jobs. By the way, we are The High Council, the noble organization that controls this city, holy city of Clinchedarrows. I am Exalted Control, this honorable dwarf is Exalted Smoke' - he pointed at the grey dwarf - 'and those are High Battle, First Flag and High Lash, from left to right.'

'Your que-, task is, well, we have a problem with kobolds. Nasty creatures crawl up our private dungeon and stir up trouble, stealing sacred relics and trashing the place up. These pesky, inbred rats put their noses where they shouldn't. Now, go and end their pathetic lives! Drove them out of our sacred land! Show them the might of Dwarven fist! Kill! Burn! Maim!'

'Yeah! Rip and tear! Finish them!' - other priests started to agitate as well.

He was simmering with rage at the end, Ushat was afraid he had gone berserk after his speech. But then, Exalted Control regained his composture and added with softer voice:

'There are dangerous times, and you must go with war.'

Perhaps Ushat has never heard more true words.

Ushat wasn't a dwarf of words, he was a dwarf of action. Soon, everything that lived in that dark dungeon was killed with unspeakable cruelty:

[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)

The Council was more than just satisfied with his actions. Soon, the happy "council" of dwarves bestowed the name of "Avatar of Kos" (Kos was the god of war in their pantheon) and title "The Scarlet Silkiness of Perplexing" upon him. Ushat was... well, Ushat didn't understand why wrecking a group of subdwarven scum would be such a great achievement, but still he was pleasant. They even let him to take hold of whatever valuables he decided to pick up in that catacomb, although they weren't that eager then.

Still, Owlwalls waited for him. He bade farewell and he left the Clinchedarrow for good, and continued his journey across the Prime Crest, because mountains are always safer.

Title: Re: The Museum: Adventure mode succession world
Post by: Tehsapper on August 20, 2013, 02:08:55 pm

And so he moved along the Prime Crest and entered the Fatal Waste - a sinister forest that always had a shady reputation, as all sorts of terrors crawled out from here to terrorize nearby settlements.

The forest wasn't welcome in any way. Soon Ushat found out that scary pairs of eyes followed them whenever he went, soon a pack of rotten badgers decided to attack him directly. Ushat fought honorably, but their endless charges that knocked him down everytime and the fact that there were more and more zombies coming - tiercil peregrines, boars and hoary marmots - all that made him to sped up all the way to Hills of Murdering.

While he was climbing the Prime Crest again, he found there a desert that spanned for a considerable area, and as he was traversing it as well, he found a curious structure, complete with pillars and corpses. There were no interesting things, only garbage, save for headstalk of a strange beast. It was probably slain by an unknown hero many years ago, yet he didn't claim it as reward. Ushat decided to take it with him, as it was light and didn't slow him down.

Then he travelled across Hills of Murdering - dry steppe with occassional hill there and there. It was probably named so because of endless strife that humans always caused near their settlements - bandits, wars, traitorous lords and so on. Ushat decided to stop at completely abandoned hamlet of Obscureskinned to sleep off. Remembering the wise advice he got from Council, he cleansed a lair or two, taking serpent woman (that was particulary lissspy) eggs as a tribute.

[Spoiler](#) (click to show/hide)

...on the next day, he found himself in a crowd of curious wild boars that slept along with him, probably because he was warm and nights there were rather cold. Ushat, on the other hand, saw nothing but free meat that were waiting to be butchered. Soon two boars were brutally killed and butchered, while others fled in fear. Then Ushat visited yet another abandoned hamlet and moved into Massive Brave Forest - massive jungle that surrounds the Glad Seas - an inner lake.

[Spoiler](#) (click to show/hide)
Notice how those doors are made of "unknown material" - probably because there were no trees in that region, but the game still had to build those doors of something for that human civ.

Wading through endless flora of that jungle, Ushat spotted a strange blueish structure. On closer examination, it appeared to be a human keep made of kimberlite (where did they get so much kimberlite?) that was overrun with lush lianas. Weaponized with simple knowledge of geology, Ushat checked whether there was a giant stockpile of all kinds of diamonds, but only was disappointed: the keep was pillaged long, long time ago. So if there were diamonds, they were stolen by some human bandits centuries ago, not even a sign of them.

After that, Ushat went along the Muddy Fingers - an evil mountain range, corrupted by necromancers and their foul magic, and reached Legendfountains. The place was in dismay: there were TONS of animals. Packs of hyenas, the river was swarming with hippos and alligators that were ripping each other's throat. Still, Ushat wanted to sleep until the dawn here, because mom always said 'don't sleep outside the mountains or any other houses'. So he went inside that entrance, scared a hippo away and immediately went to sleep. But he was awoken by horrifying screams of some dwarf, so he ran to his rescue, only to be ambushed by a group of alligators that just finished eating a big hippo. That slowed down his attempts to save someone's life, as he had to save himself, but soon he took care of alligators that were coming out of that river, one by one.

[Spoiler](#) (click to show/hide)

Well, unfortunately all what was left from that expedition leader was mangled corpse. Ushat sighed and carried on.

This time Ushat arrived to another human village in searches of food and directions to Owlwalls. But much to his surprise, none there spoke dwarven (he thought that everyone knew dwarven), so he wandered there, trying to enstablish contacts with anyone. Thankfully, he soon found an old female that happened to be a former trader who travelled back and forth to dwarven settlements, therefore she knew dwarven, even though her skill was very rusty. Ushat thought that it'd be nice to have a translator in his journey, so he asked out whether she wants to join him in his adventures.

'Excitement! Adventure! I'm trilled to join you!' - she exclaimed, energized - 'Hey, Uce! Grab ye arse and move out, we're going with mountain-folk!'
'What the hell, you old hag! Still want to rattle yer old bones? We'll be killed!'

So, Ushat ended with one more compaion that he wanted to, but he didn't mind, somehow. But then, as they were going to leave the hamlet, something strange happened:

[Spoiler](#) (click to show/hide)

Both companions gasp and fall down, dead, at once, in a blink of eye. Quite puzzled by this, Ushat found no wounds from bolts or whatever could kill them on closer examination: most certainly, they died of old age, together. Then he shrugged off and went away, to Dinnerwandered, leaving humans to bury their dead.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Tehsapper** on **August 21, 2013, 11:27:10 am**

Soon he arrived at Dinnerwandered outskirts, the capital of some human civilization he had never heard before. Well, there were houses there and there, mostly abandoned of course. Still, Ushat wanted to get a new companion and maybe some food, as travelling alone isn't the best idea.

He spotted a working inn, which looked all fine, quiet and peaceful... at first. As he opened the door, he saw a very interesting picture:

There was a big fight, and by fight I mean all kinds of zombies: animated hands, arms and even skin were piling up onto all other, non-dead creatures here. There also was an evil-looking figure in adamantine gear, which smelled foul, and some strange guy standing right under a big sign that said "Vampire Hunter". They all tried to rip each other's throats, so Ushat's intuition told him that it's better to just close the door and let them sort it off by themselves.

[Spoiler](#) (click to show/hide)

OOC: seriously, I've found THAT one house where all adventurers resided purely by chance

Some local folk told him about Tower of Seers, the enclave of mountain-folk inside the city, so Ushat headed there because dwarf is always better than a human. The Tower of Seers appeared to be in complete disaster. Corpses were piled onto other corpses, tons of torn garbage and other grimy stuff. Ushat went into one of defence burrows to check whether there is some hero guarding this place from complete destruction, but he only got a cage that fell onto his head - it seems the place was trapped. Still, he found no signs of any threats that could kill so much dwarves so fast.

Still, the Tower that named this site was quite good-looking, with neat balconies and elegant spire. There was a strange hole on the top, leading down and down and down, and Ushat didn't dare to test it out.

[Spoiler](#) (click to show/hide)

He found there a potter that was gazing onto the city that spanned before him.

'What happened?'

'I don't want to talk about it, really. Does that really matter?'

'Join me on my adventures!'

'Well, then lead me to glory or death. I think there might be some survivors scattered, they'll be more than eager to join you'

They scouted the area, found an underground stockpile in the soil layer with stuff like food and wooden crafts and interesting bridge over an artificial pit that led to dormitory complex. There was some deranged major that refused to leave his fort until his death, because it was his duty, and scared mechanic, who gladly joined Ushat. On the bottom of that pit were loads of corpses, although they were placed there in organized fashion, so, probably there were no coffins to bury them all.

A curious staircase led the group deeper and deeper, into the bowels of earth. Soon they had reached the caverns, and companions started to look really scared. While traversing the dark natural halls, they found an insane and miserable beekeeper that kept muttering 'I'm dedicated! Dedicated, I say!'

'What could possibly force them to seek refuge there?' - Ushat thought, well, something in this style.

Soon he found the answer to his question. A huge beetle, all inducing rhytmically, fell down from the ceiling and spewed webs on his surprised victims. Then, the foul beast started to mangle the potter in many horrifying ways. Unfortunately, both Ushat and beekeeper were webbed as well, and they couldn't move at all thanks to never-ending streams of webs.

It seemed that all hope is lost.

But alas! The scared mechanic was moving in the rear of group, just in case, so now, seeing how his new friends are going to get eaten, he gained enough bravery to punch the shit out of that beetle, killing it by ripping it apart in process.

'Whew, that was close' - Ushat thought and began to butcher the corpse, to mark the dwarven victory against forces of vile nature. The three eyes of beast were ripped out and taken as tribute.

The group decided not to venture further into caverns, afraid of aggravating yet another monster. If that beetle was the only reason why this enclave succumbed, that means that dwarves didn't resist at all, otherwise, it would be killed off by any proper sniper and everyone would move on. They did resist, so there were bigger threats hidden somewhere. And everyone agreed that it's better to just move away.

'Hey, boss' - beekeeper called. He became more sane when they got out of caverns.

'What?'

'Can we see the famous museum of Dinnerwandered? I heard it's full of wondrous things, like, dragon eggs!'

""Wondrous things"! The place is cursed, I say, cursed! It's the hold of necromancers, and the damned fish-tyrant ruled from there, it killed thousands of humans, thousands in it's lust for blood!' - mechanic joined the conversation

'So what? The vampire lord was killed long time ago!'

'Yes. Wise man sit in museum. We can find the way there.'

Thankfully for Ushat, his weak vocabulary was mistook as a sign of wisdom by his companions.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **August 21, 2013, 02:07:44 pm**

Thank you for destroying one of the eldrich horrors that has laired in The Tower of Seers! That Beetle was one of the dread trio who arrived in concert to so devastate the publishers of the Dinnerwandered Gazeteer!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **August 21, 2013, 02:18:58 pm**

Three beasts at once would be a nightmare indeed.

Also, love the dedicated beekeeper. I think that dwarf was a citizen in luckystream, as I used that title to keep track of whom was working with the bees; because there can be only one!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 21, 2013, 03:28:28 pm**

Quote from: Tehsapper on August 20, 2013, 02:08:55 pm

Both companions gasp and fall down, dead, at once, in a blink of eye. Quite puzzled by this, Ushat found no wounds from bolts or whatever could kill them on closer examination: most certainly, they died of old age, together. Then he shrugged off and went away, to Dinnerwandered, leaving humans to bury their dead.

It is interesting how age related deaths don't happen immediately when overaged npcs are loaded, but instead happen after you've had a chance to get to know them, and become emotionally attached to them.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **August 21, 2013, 05:07:41 pm**

Bug or feature? Hmmmm.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Tehsapper** on **August 22, 2013, 06:34:29 am**

The path to Museum was grand, and it was obvious that there were lots of adventurers, because of all the clutter they had left. The Museum's yard was marked with blood of old battles, adventurers were always known as very aggressive folk. The group entered the museum and stuck in awe at all exotic things that were hoarded here for all these years. Indeed, there were dragon eggs, reptile eggs, a bookshelf full of ancient books, some beautiful golden crafts, even a masterful adamantine sword, which attracted everyones eyes.

...and they greeted by some annoyed bookkeeper that was counting something before: 'Human hair ring, exceptional, human tooth bracelet, normal...'

'Oh, look, new visitors. Do you have a submission, perhaps?'

'Sub-mission?' - Ushat muttered, his attention all focused on that sword.

'Yeah, the rule of this museum is that you should leave something valuable to their collection' - dedicated beekeeper added.

Ushat thought, and thought and decided to leave 3 eyes of slain beast here. As well as headstalk of that thing. The bookkeeper accepted his submission and wrote: 'Three eyes of forgotten beast, normal, submission of-'

'Hey, what's your name?'

Thankfully, Ushat remembered what "name" means.

'Ushat Parchgear, the Scarlet Silkiness of Perplexing, the Avatar of Kos, the god of War.

'Okay, okay, I got it' - and he scribbled it into his book.

Ushat waited a bit, and then asked the question that was troubling him for a long time: 'Owlwalls. Do you know it?'

'What? Ah, yes, yes, it's located to the east of there. Just go and go and when you arrive to the Edge of World, where the Portentous Domain ends and the Ashen Ocean starts, you'll be here. You won't miss it'

The adventurers wandered a bit in halls of Museum, found some more interesting stuff: adamantine gear, gems, 6 identical corpses of same creature and even some more old books. Then they bade farewell and went onto their last journey.

Well, it was last for glorious mechanic, for now. When the group was crossing the first river on their path, it appeared that he couldn't swim, at all, contrary to beekeeper's adequate skills. Despite Ushat's help, it was too late. His blueish body was cremated, and the duo talked about how great he was, well, mostly it was beekeeper who knew him well.

Then, another trouble happened in the Fields of Brew. A huge pack of dingoes attacked them in their sleep, greatly crippling poor dedicated beekeeper, until Ushat drove them off their meal. As he couldn't move normally now, Ushat carried him on his back to speed up the process of moving. Strangely, the Grim Hills - which is a rather sinister place - were quite peaceful. Only a pack of harpies attacked them on their way. But as sun was falling into other side of the world, they hurried up to closest settlement, following signs of civilization.

Well, Ushat and his companion were quite surprised, in a bad way, when they saw that inhabitants of that hamlet were actually goblins. What was more strange, they were peaceful and even allowed them to stay in for a night.

'Be careful of traps' - Ushat whispered to poor beekeeper.

And indeed, he was right. Ushat woke up, all tense, because someone was trying to stab him through his steel armor. As he stretched up, the goblin mob became more aggressive and ganged up onto it's victims, ending dedicated beekeeper's life, which enraged Ushat to the point of entering martial trance. 'Traitors! You lying dogs!' - he yelled as he hacked off another goblin head and then went on a murderous rampage, killing everyone who opposed him. And none was able to stop the really pissed off steelclad. Soon the hamlet was cleansed from goblins with unseen brutality. Well, at least the Beekeeper was revenged.

He fled the place, and moved forward to his "home", through the Lacy Jungles.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Tehsapper** on **August 22, 2013, 08:15:01 am**

Soon he found what he was looking for so long. Finally, he got to see the Ashen Ocean, the great ocean that was surrounding the problematic continent of Portentous Domain. It was named so because ancient humans believed that when the Sun was created by one of their gods, it burnt down all the weed that rose there since the Dark Times. and so the ocean was full of ash for a long time. Who knows, what's on the other side?

Still, soon he spotted a curious thing, that looked like a strange barn, floating in the water, complete with two long poles and armed with ballistas. It was connected to the ground with ropes, attached to a high bridge. There were dwarves, hauling things to there and from three stockpile buildings on that bridge.

Spoiler (click to show/hide)
Somehow Stonesense couldn't render those ballistas, so they appear as yellow bars

'Owlwalls?' - he asked one of dwarves in strange outfits.
'Yes, mate, it's the Owlwalls. Are you an immigrant? Ask the Captain for free job' - and he walked away into stockpile house.

Problem is, it wasn't Ushat's home, and he only realized it now. He kicked his helmet in anger, but then calmed down.
'Maybe it can be my new home then?' - he thought

He stepped through floating barn's bridge, unprovoked and completely examined it. It consisted of several floors, with stockpiles for various things and bedrooms. On the top there was a special floor where a noble dwarf resided.
'Are you the Captain?'
'Aye, and who are you?' - Captain replied, holding a wheel thing.
Ushat scratched his beard, the main thinking organ, and answered:

'I'm Ushat Fasholon, the Bane of goblins, the Scarlet Silkiness of Perplexing, the Avatar of Kos. A dwarven adventurer'
Captain scratched his beard too. He didn't want to lose a free steelclad dwarf, but still, there was a problem:

'Sorry, mate, can't do that. You're not a legal immigrant, we can't count you as a rightful citizen.'

Ushat was quite disappointed by that reply, as that meant that he was a complete homeless dwarf now. He spitted into the damned ocean that attracted him here. Still, begging the captain would be too low, so it seemed that he had to find other, new home.

'What's that thing you've built?'
'It's a ship. I understand your curiosity, as barely any dwarves have ever seen the sea, not even mentioning ships. So, it's basically a huge wagon used for traversing oceans. Of course you need something to eat and drink, so we're filling up the stockpiles'
'And what's your destination?'

The captain laughed, then came closer and whispered into Ushat's ear:
'*No. I can't tell you that*'

Ushat didn't want to stay there anymore, as it seemed that they were fine on their own, so he gazed upon the endless ocean for some time, recruited two sailors so he wouldn't travel alone all the way and went back to the only place he knew the way to: Dinnerwandered.

Spoiler (click to show/hide)
Notice how Ushat belongs to different dwarven race, compared to dwarfs from Owlwalls

On that way back, while they were moving near that goblin settlement Ushat massacred, they were confronted by a group of pissed off goblin militia, demanding their heads as justice. Needless to say, they all were slaughtered.
But also they've encountered a really big bandit camp, which consisted of goblins only. Ushat hated goblins with passion, even more now that they've shot his new companions down, and soon their heads were chopped off and taken as trophy.

So, Ushat went back to Dinnerwandered safely, put those heads into the museum for storage and came back to the Tower of Seers, where he stands now, forever gazing onto the greatest city of humans.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Tehsapper** on **August 22, 2013, 09:44:50 am**

Here's the save, I hope this is the right one :D
<https://www.dropbox.com/s/ivjqltmoah2v23j/museum41.rar>

I've also managed build a neat fort, named "The First Anvil". I've written some backstory so if anyone visits it he'll get a better understanding of what is this:

Spoiler (click to show/hide)
The main question of dwarven philosophy was always the nature of First Anvil. Since every dwarf needs an anvil in order to make an anvil, it raises the question of who made the first one, and how he did it. Some said it was a work of strange mood of pre-historic dwarf, some said that it was sent to dwarves from skies by Armok, the God of Blood. Still, there was no answer.

And that was unresolved, until a group of dwarves from Perilous Portals (a dwarven civ that lives near the ever-lasting winter of ice wastelands) was doing some archeology on some old dwarven sites. And they found a really interesting thing: amongst usual bone and stone crafts, copper weaponry, they found a steel anvil. A steel one. Of course it was labeled to be of extraterral origin, since dwarves only researched steel like a thousand years ago, when first real civilizations started to pop out.
Soon it was praised as The First Anvil, made by Armok in his endless pity to poor dwarves. The mysterious artefact attracted all sorts of fanatics, who promptly dug out underground cloisters and carved out a glorifying statue of Armok in the main shrine.

All was well, the monastery flourished, thanks to rich amount of gold, iron and flux found there, and that attracted something greedy and evil. It attracted nobles.

Soon after the religious boom the king himself moved there and so did his court. They demanded gold and marble housings, gems and proper food. Soon all common, "plebeian" dwarves were enslaved to nobles, some pushed to the Upper Level, where they were working non-stop to appeal to noble whims, some were pushed aboveground to cut wood and hunt game. And they all cursed the damned rich-folk, since they didn't allow them to descend into the City itself, where the Anvil and main shrine were located.

But only after the king ordered to build a huge, mountains-high marble entrance building, that would show the wealth and might of The First Anvil, only when the adamantine started being extracted, the gods and Armok decided that they have had enough.

On that day, the dwarves from aboveground settlement found out that someone activated defensive mechanisms, as one poor sod who tried to deliver lumber into the city didn't return. Worst of all, none who tried to come in and check what happened returned, and horrifying screams told others not to follow their example. Something consumed both the nobles and common dwarves from Upper Level. The First Anvil was abandoned.

Still, sometimes adventures come here in searches of fabled treasures of First Anvil, only to never return.

Some related OOC stuff:
Spoiler (click to show/hide)
don't even attempt to visit it as a starter. In a parallel world, my demigod in steel and proficient armor user was ripped apart by the *first* trap he stepped into. Still, it helps if you think a bit and not run in like a goblin invader 😊

And some fun things:
Spoiler (click to show/hide)
Legend viewer revealed some really interesting facts about dwarven civilization of Clasp of Waters: first of all, there are some elven members in it, even though they never conquered any elven civs. There is an ancient elf (first of it's kind) that has never been a part of any elven civ, yet she was in that dwarven civ since the birth. I think I've found her in capital, she was the "mayor" of that city. Probably because they started to worship dwarven gods?

And there is a really amusing one: the god Sarek of that civ recently received the worship of *alligator* Balancedspoiled, born in 251 and still living somehow. It is most likely a bug, as I didn't found any "Balancedspoiled" in legends, and the Legendviewer can't load the page dedicated to it. And I can't open that XML file that "weights" 1,2 GBs to manually check that.

Thanks everyone for such great community game, especially thanks to Braalbard, who managed all this. Have fun!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 22, 2013, 04:05:58 pm**

Great turn!

Quote from: Tehsapper on August 22, 2013, 08:15:01 am
Notice how Ushat belongs to different dwarven race, compared to dwarfs from Owlwalls

In fact the dwarves of Owlwalls belong to a completely messed up and cursed race. I thought it was a good idea to pick "the pale ship" as my civilization, since I was planning this boat thing, but it seems that this civ has issues..
They likely went extinct in game because I only got two small migrant waves in both the embark and reclaim I used at this site. What was slightly more disturbing is that these migrant waves consisted of "friendly" units that didn't actually join my fortress, but lingered on the edges of the map. Usually only the traders are affected by this bug, but all migrants were in this case, so building the site took ages.

Anyhow, Pie Maker is up next..
He has a surviving character from his previous turn who was near invincible (a thrall). Obviously however we have some issues with unretiring characters as explained here (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4174369#msg4174369>) and here (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4183449#msg4183449>). On top of that we've had this incident at the adventurers home during Tehsappers turn and are currently clueless on which of our previous adventurers are even alive at this point:

Quote from: Tehsapper on August 21, 2013, 11:27:10 am

He spotted a working inn, which looked all fine, quiet and peaceful... at first. As he opened the door, he saw a very interesting picture:

There was a big fight, and by fight I mean all kinds of zombies: animated hands, arms and even skin were piling up onto all other, non-dead creatures here. There also was an evil-looking figure in adamantine gear, which smelled foul, and some strange guy standing right under a big sign that said "Vampire Hunter". They all tried to rip each other's throats, so Ushat's intuition told him that it's better to just close the door and let them sort it off by themselves.
[Spoiler](#) (click to show/hide)
OOC: seriously, I've found THAT one house where all adventurers resided purely by chance

Pie maker, being near-invincible, obviously has the best cards, but things are likely to be incredibly messy in there.

I will try to update the other posts and maps as soon as possible.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Tehsapper** on **August 23, 2013, 12:51:20 am**

[Quote from: Bralbaard on August 22, 2013, 04:05:58 pm](#)

What was slightly more disturbing is that these migrant waves consisted of "friendly" units that didn't actually join my fortress, but lingered on the edges of the map. Usually only the traders are affected by this bug, but all migrants were in this case, so building the site took ages.

Well, I recall only one animal trainer appearing in such way, which disturbed me as well. And I got the usual dose of traders as well.

[Quote from: Bralbaard on August 22, 2013, 04:05:58 pm](#)

On top of that we've had this incident at the adventurers home during Tehsappers turn and are currently clueless on which of our previous adventurers are even alive at this point:

As soon as I realized that this is indeed the famous adventurers home, I went back and fast-travelled, so no one would get hurt much, as people have their own plans and so on. I think only someone's companions (human maceman?) got injured in that battle, as everyone else have too high fighter skill to be hit frequently.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Pie Maker** on **August 23, 2013, 04:14:09 am**

Ah, so my turn has finally arrived! I'll get at it as soon as I can, though I think I'm going to start a new adventurer rather than unretire Mr.Swifttoast.

Edit:
[Spoiler: A bit of fun information regarding The Galley of Safety](#) (click to show/hide)
Legends Viewer reveals that The Pale Ship is not actually extinct-it still has over 4000 dwarves. However, the Galley of Safety, on the other hand, is completely extinct of dwarves-its population is made up of just 5 bat men and few livestock (To be precise: 42 Sheep, 41 Dogs, 40 Guineafowls, 12 Cats, 9 Blue Peafowls, 5 Bat Men, 2 Horses, 2 Reindeers, 2 Geese, 2 Yaks, 2 Chickens, 2 Goats, 1 Wagon Outcast). In fact, its current queen and her consort are bat people-the last dwarven ruler died in 800! From then to 969, the post of monarch was taken over by a series of elves and one kobold somewhere in between. From 970 to 978, the monarchs were all cave fish men. Following the killing of the last cave fish man king by an elf of The Armored Evil (a goblin civilisation, which incidentally, had been ruled by a single goblin from 7-811 before he was excecuted by being burned alive) the Galley of Safety remained without a monarch until 1027, when a bat man took over. This bat man ruled until 1039, at which point he died of old age. This brings us to the current queen: Minkot Workappeared, who is still alive to this day, residing in Vesselappears, a hamlet originally founded by The Oar of Hailing in 71 which was destroyed by The Comedic Coasts of Pricing in 511 and was left that way until 1026, whereupon it was reclaimed by The Oceanic Arches, a group made up of all that remains of The Galley of Safety. As for how animal people ended up as monarchs, my guess is that they were once sewer-dwellers.

Further examination of the legends reveals that, although Owlwalls was founded by The Pale Ship, it was reclaimed a year after abandonment by The Oar of Hailing, a completely extinct civilisation whose last recorded activity in worldgen was getting defeated by The Armored Evil back in 644. Later entries start propping up after 1051, at which point we adventurers started affecting the world.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **August 23, 2013, 06:46:18 am**

[Quote from: Pie Maker on August 23, 2013, 04:14:09 am](#)

Further examination of the legends reveals that, although Owlwalls was founded by The Pale Ship, it was reclaimed a year after abandonment by The Oar of Hailing, a completely extinct civilisation whose last recorded activity in worldgen was getting defeated by The Armored Evil back in 644. Later entries start propping up after 1051, at which point we adventurers started affecting the world.

Hmm. I'm sure I ran into those problems in the initial embark, come to think of it, I abandoned out of frustration with the lack of migrants, and because I ran out of wood. I then reclaimed, apparently with another civ, (and a lot of freshly bought wood) but I don't know if the second fortress ran for long enough to notice problems with migrants. Can you actually reclaim using a dead civilisation, it seems like I did, but ...

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **August 23, 2013, 01:46:01 pm**

The scattered ancestors of myth and memory, "The Pale Ship" makes one last stand against those who have usurped their lands, but alas! Twas not enough and "The Pale Ship" became once more but a story for children.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Eric Blank** on **August 23, 2013, 04:33:09 pm**

This is... a really depressing world. Interesting, but about as cheery as a gloomy day in hell.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **August 24, 2013, 12:02:26 am**

Yeah, tragedy becomes a little too much when unleavened by a little comedy

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Niyazov** on **August 25, 2013, 05:32:18 pm**

I salute the stout dwarves of Owlwalls in their tragic, doomed efforts to confront the invincible armada of death boats from the Land of Amethysts that was foretold by the dwarves of Plankstirred.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **August 26, 2013, 02:31:10 pm**

Here's the position of Tehsapper's new fortress, The first Anvil, on the map:

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Pie Maker** on **August 26, 2013, 02:51:50 pm**

Xem Escusiga

A medium-sized creature prone to great ambition.

He is average in size. His turquoise eyes are round. His hair is extremely long. His short eyebrows are incredibly high. His ears are splayed out. His head is broad. His nose is slightly hooked. His eyes have slightly thin irises. His hair is dark taupe. His skin is pale taupe.

Xem Inkdepth was not in any way a remarkable person, not in the beginning anyways. Born and raised in the relatively quiet hamlet of Controlduties, he was a regular human peasant of The Dear Empire. Toughened by the many years he had spent labouring in the prickle berry fields, Xem was stronger and more agile than most men. Incidentally, he was also completely illiterate, but he thought little of that as he stepped out into the world that day, awkwardly clutching old copper spear, a prized family heirloom. Not that he had any idea how to use it; Xem's had absolutely no experience where it came to handling weapons, unless you count the stools that he had occasionally wielded during drunk fights at the local tavern, which had led to him being acknowledged as an adequate Miscellaneous Item User.

Create Your Character		Skill remaining: 3	
Race: Human, ♂, Peasant		Not Swordsman	5
		Not Maceman	5
Attributes remaining: 0		Not Axeman	5
		Not Hammerman	5
Above Average Strength	10	Not Pikeman	5
High Agility	20	Not Bowman	5
Above Average Toughness	10	Not Crossbowman	5
Average Endurance	5	Not Spearman	5
Average Recuperation	5	Not Lasher	5
Average Disease Resistance	5	Not Fighter	5
Average Analytical Ability	5	Not Archer	5
Average Focus	5	Not Observer	5
Average Willpower	5	Adequate Swimmer	7
Very Low Creativity	1	Not Ambusher	5
Average Intuition	5	Novice Shield User	6
Below Average Patience	1	Novice Armor User	6
Average Memory	5	Not Dodger	5
Very Low Linguistic Ability	1	Not Wrestler	5
Average Spatial Sense	5	Not Striker	5
Very Low Musicality	1	Not Kicker	5
Average Kinesthetic Sense	5		
Average Empathy	5	Enter: Done	ESC: Back
Average Social Awareness	5	829346: Scroll	→+ to change

That day, however, Xem was not planning on visiting the fields. No, he had other plans; grand and ambitious. He wanted to venture beyond the limits of his hamlet and see the world. To become a famous adventurer, exploring ancient ruins, discovering new lands, unearthing long-forgotten treasure whilst slaying vile creatures along the way. With this in mind, Xem set off north to the capital, Stilledfeast-the place where his new life would soon begin.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Pie Maker** on **August 29, 2013, 07:21:19 am**

I'm really sorry but something unexpected popped up and I will definitely not be able to carry on with my turn this week. I did do quite a bit, despite not posting any updates. Would you mind if I uploaded the save a day late, and posted the journey's log at a later date? Thanks and sorry about the inconvenience.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **August 29, 2013, 05:42:42 pm**

No problem, thanks for the update.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **August 30, 2013, 05:32:09 pm**

Hey guys, not sure if it's worthy of note or not, but it's been exactly four months since I predicted it would take four months for my turn to start. <http://www.bay12forums.com/smf/index.php?topic=104399.msg4214974#msg4214974> (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4214974#msg4214974>)

So, is it my turn now or...?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **August 30, 2013, 05:39:01 pm**

Oh prognosticator, ye who unveils the mists of future memory, what else do you see?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **August 30, 2013, 08:39:50 pm**

Ye, for though thine murky Fortunes I doth seeyth a Vast and Terryble future; one whereth thy Dwayvern Folk do Perish in many Eyval and Wretched ways.

Dwarves are gonna get fucked up, yo.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Paaaad** on **August 30, 2013, 09:40:31 pm**

You're ready for votes over in the Hall of Legends, just FYI.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **August 31, 2013, 01:47:27 am**

The evicted saint has come! A towering humanoid composed of limestone. It has a long, straight horn and its' garments are ~flowy~. It knows and intones the names of all it sees. Beware its deadly philosophical debate skills!

Looks like you're next on the list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **August 31, 2013, 03:23:11 pm**

Still need the save, if Piemaker is gonna upload it.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 01, 2013, 12:12:13 am**

Hey, not trying to be rude or impatient, but I've been waiting 4 months for my turn. Are you going to upload the save, Piemaker?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 01, 2013, 02:05:25 am**

Pie maker already posted several posts back that something unexpected cropped up, and that he would upload the turn a bit late, but as soon as possible. The four month prediction was amazingly accurate actually, I had expected the delay to be a lot worse, with the game crashing bugs, and other problems we had. The turn will certainly get to you the next few days.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 03, 2013, 03:06:02 pm**

I've send Pie maker a PM, we'll continue from the old save if nothing has been uploaded within two days from this post.

I really hope that won't be needed though, I'm looking forward to Pie maker's story.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Pie Maker** on **September 04, 2013, 03:50:17 pm**

First and foremost, here is the save: <http://www.mediafire.com/?a1iym6jvahnvifaz>
I am extremely sorry for the delay, which actually proved to be longer than I had expected.

evictedSaint, please accept my apologies for delaying your long-awaited turn.
Bralbaard, my apologies for slowing down the succession game's rotation.

I will get to writing the stories as soon as possible (that is to say, probably during the next weekend).

Edit:Also, I did not reach Dinnerwandered but instead retired my adventurer in Stilledfeast. No fort built either. (Both due to time constraints).

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 04, 2013, 11:46:30 pm**

No problem, thanks for uploading the save!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 05, 2013, 06:57:34 pm**

I'll get my turn done this weekend.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Furohman** on **September 07, 2013, 11:54:14 am**

I had great fun with this way back whenever it was (Last year?) and I noticed at least one person has had a second turn. Is it alright if I join the queue again?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 07, 2013, 04:14:07 pm**

I have the save downloaded, and I'm playing now. I'll have my adventure and fortress completed by Monday.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 08, 2013, 03:45:36 pm**

[Quote from: Furohman on September 07, 2013, 11:54:14 am](#)
I had great fun with this way back whenever it was (Last year?) and I noticed at least one person has had a second turn. Is it alright if I join the queue again?

I've added you to the list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 10, 2013, 01:38:32 am**

WARNING: PHOTO INTENSIVE.

Today is the day. Today is the day that I, Gorden Dorenshistak, do something with my life. Wanderlust has taken hold. The world holds many great things, and I won't see any of it in this dinky little town. I spent everything I have on an iron sword and a bronze shield. It's time to make something of myself.

[Spoiler](#) (click to show/hide)

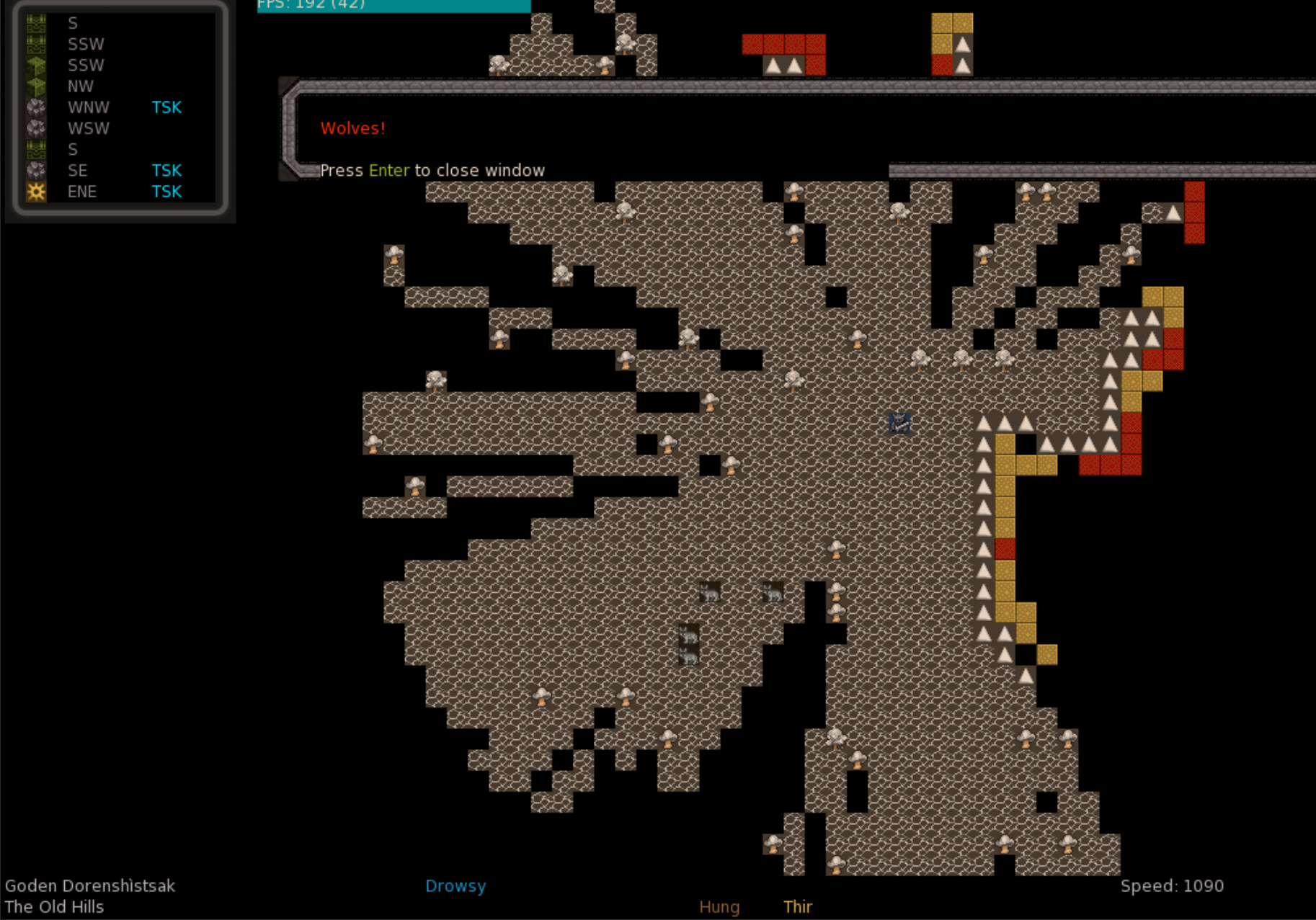


I head north, where legends are made. I end up passing through the neighboring town, where the dwarves built their houses right in the middle of a field of writhing eyeballs.
[Spoiler](#) (click to show/hide)



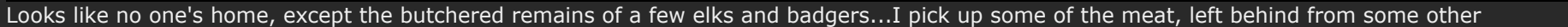
We never really got along with those weirdos, but they still let me spend the night.

It snowed during the night, but undeterred I continued north. Out of the white, however, charged an entire pack of vicious wolves.
[Spoiler](#) (click to show/hide)



I mean, they weren't THAT vicious. But they were still wolves.
[Spoiler](#) (click to show/hide)

Spoiler (click to show/hide)



S

SSE

N

SSW

NE

SSE

SW

S

TSK

TSK

TSK

Goden Dorenshtsaksak

The Steppe of Distracting

Drowsy

Hung

Thir

Speed: 1067

With my new companions in tow, we head north through the badlands.

[Spoiler](#) (click to show/hide)

SE

ESE

E

a - Giant Desert Scorpion, ♂

b - fire clay

E

SSE

SSW

S

TSK

TSK

TSK

Goden Dorenshtsaksak

The Systemic Desert

Drowsy

Hung

Thir

Speed: 1067

Oh fuck.

Well, maybe it's not all that bad.

[Spoiler](#) (click to show/hide)

The Human Swordsman is knocked over and tumbles backward!

Speed: 1067

Drowsy

Speed: 1067

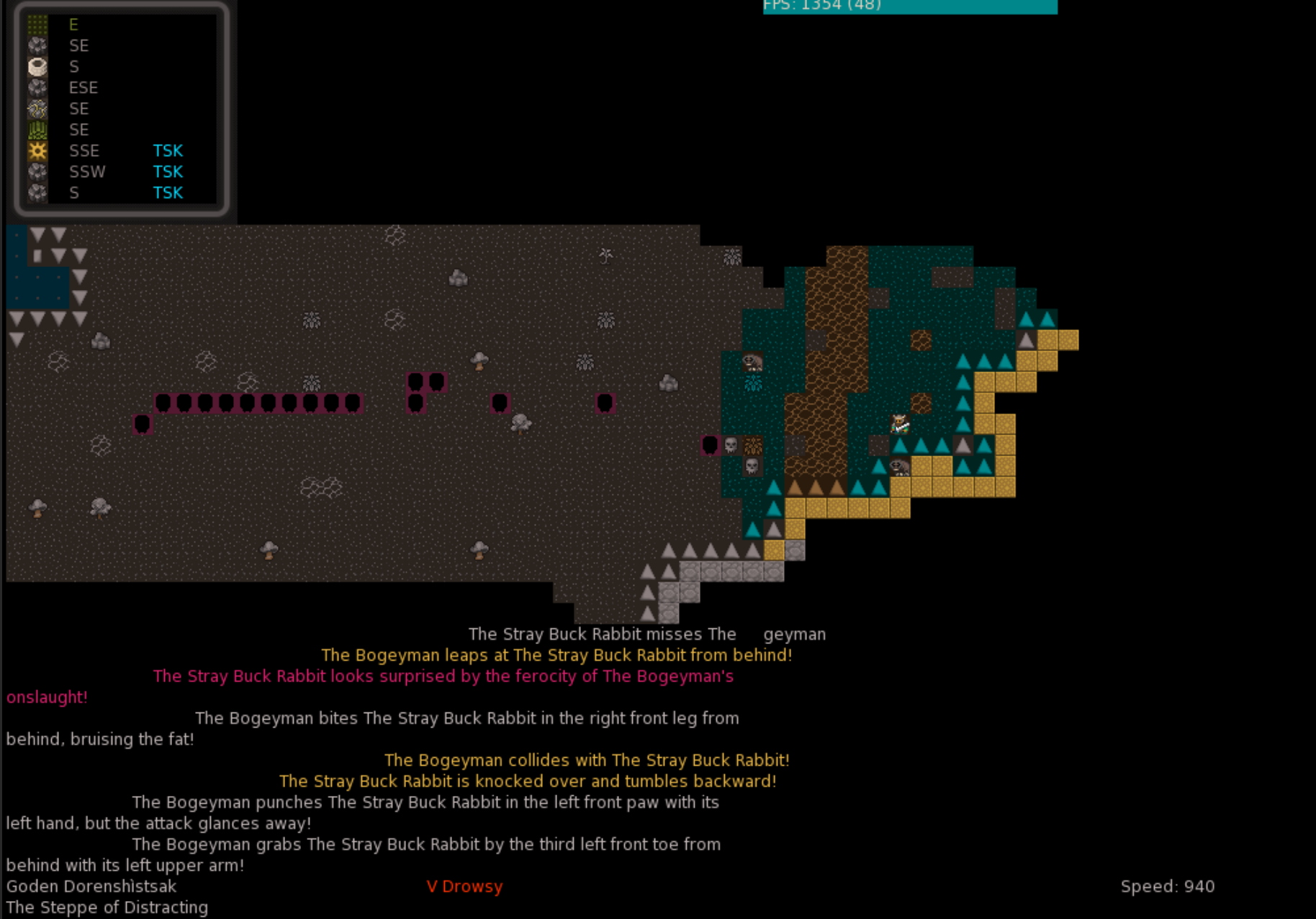
The swordsman is stung and falls. I never even got his name.



The framerate was just too terrible to bother exploring the fort.

While following a cliff edge to find a route across a riverbed, my companion charges at a nearby parakeet and falls off. Looks like I'm alone...I rush east, towards a nearby town. I only get as far as the animal pens before I get company...

[Spoiler \(click to show/hide\)](#)



I manage to get away, at the expense of the animals. It's not long before I find the town center. Apparently this place is named "Peachcooked." There was a remarkable dearth of peaches, cooked or otherwise.

[Spoiler \(click to show/hide\)](#)



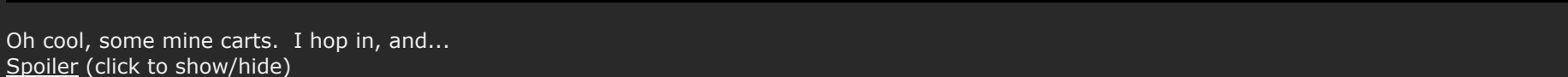
I pick up a few new companions and head northward once more. I barely step foot outside of town when...

[Spoiler](#) (click to show/hide)



Damn goblins. We're chased west once more, and we take shelter in some place named..."Trap-something." The sign was too faded, I couldn't make it out. Still, though, weird name. No other place in this god-forsaken land has a fitting name, so I'm sure this place has nothing to do with traps.

[Spoiler](#) (click to show/hide)



Spoiler (click to show/hide)

Swordsdwarf

FPS: 200 (48)

Dabbling

Proficient

Skilled

Adequate

Adequate

Dabbling

Adequate

Novice

Talented

Dabbling

Adequate

Novice

Average-sized for a dwarf

Speed: 204

Butcher

Swordsdwarf

Shield User

Armor User

Ambusher

Swimmer

Observer

Reader

Fighter

Wrestler

Dodger

Misc. Object User

60/500

659/10

546/900

66/700

245/700

131/500

0/700

0/600

282/1100

155/500

144/700

0/600

On the Ground

Pale

Extreme Pain

Stunned

Very Drowsy

Thirsty

Hungry

upper body

lower body

head

right upper arm

left upper arm

right lower arm

left lower arm

right hand

left hand

right upper leg

left upper leg

right lower leg

left lower leg

right foot

left foot

left lung

skull

s: View Attributes

h: Health

k: Kills

d: Desc

I guess my adventuring days are over. My companions and I leave this horrible trap-filled place, going north once more. Hopefully, we'll reach the peaceful, legendary town of Dinnerwandered unscathed.

[Spoiler](#) (click to show/hide)

E

ESE

SE

ESE

WNW

E

SW

SW

SW

TSK

TSK

TSK

FPS: 262 (46)



The Kobold Spearman : bs Th -human Crossbowman in the left foot with her copper spear, tearing the fat through the large cougar leather shoe!

The copper spear has lodged only in the wound!

The Kobold Spearman twists the embedded copper spear around in The Human Crossbowman's left foot!

The Kobold Spearman stabs The Human Crossbowman in the lower body with her copper spear, tearing the fat through the large mongoose leather long skirt!

The Kobold Spearman stabs The Human Crossbowman in the left lower leg with her copper spear, tearing the fat through the large mongoose leather long skirt!

The Kobold Swordsman stabs You in the left lower leg with her copper short sword, tearing the muscle and bruising the bone through the pig tail fiber dress!

An artery has been opened by the attack, many nerves have been severed, a ligament has been torn and a tendon has been torn!

The Kobold Spearman blocks The flying bronze bolt!

The Kobold Spearman misses The Human Crossbowman!

The Human Crossbowman counterstrikes!

The Human Crossbowman misses The Kobold Spearman!

The Kobold Swordsman slashes You in the left upper arm with her copper short sword, tearing apart the muscle through the alpaca wool coat!

An artery has been opened by the attack!

Goden Dorenshtsak

The Steppe of Distracting

Drowsy

Hung

Thir

Bleeding!

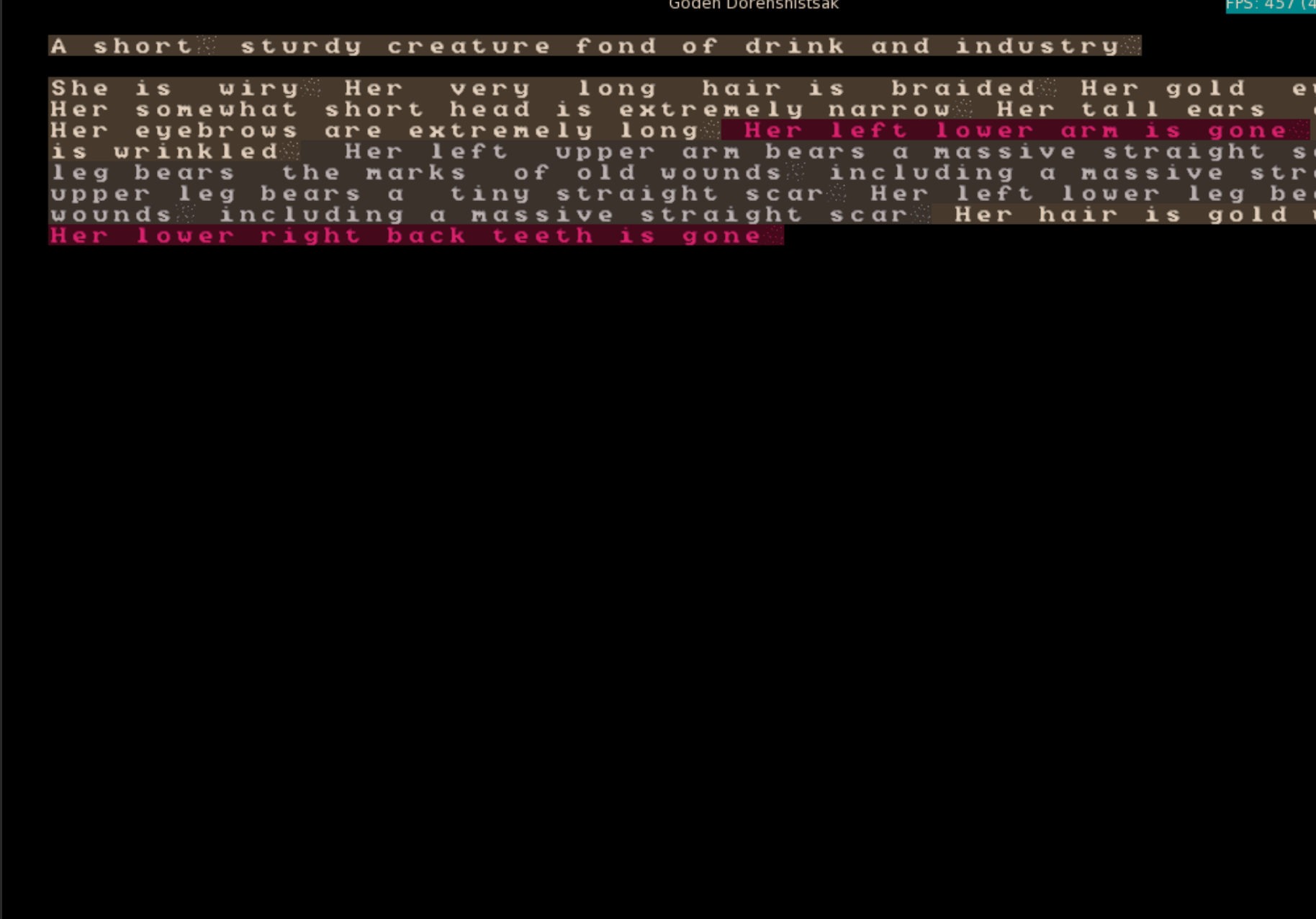
Pain

Speed: 257

On Ground

Can I say I absolutely hate kobolds?

[Spoiler](#) (click to show/hide)



Their ambush crippled my right leg, and I quickly deployed a crutch that I pilfered from that trap-filled hell. One arm, one leg, can it get any fucking worse?

[Spoiler](#) (click to show/hide)



God dammit!

Upon losing my last remaining arm, I drop my crutch. My last companion is murder-raped by the alligator as I hop to safety. It's midday when I inch-worm my way into the legendary city of Dinnerwandered.

[Spoiler](#) (click to show/hide)



I reach the keep, powered by sheer determination. My eyes water at the sights before me.

[Spoiler](#) (click to show/hide)



Dragon eggs, legendary blades taken from the bowels of the earth, the corpses of countless monsters, prizes and trinkets of gold and rare animal bones, artifacts of the highest caliber...what could I possibly have to offer?

[Spoiler](#) (click to show/hide)

- a - . sheep wool left glove
- b - . your left lower arm
- c - . large copper dagger
- d - . honey badger meat

_+ to view other pages. ESC when done.

The severed arm of a foolish adventurer who craved adventure.

I notice that an arrow has been embedded in my belly.

[Spoiler](#) (click to show/hide)

with what would you like to interact?

FPS: 200 (44)

- | | |
|--------------------------------|----------------------|
| a - cave spider silk trousers | Lower body |
| b - pig tail fiber dress | Upper body |
| c - alpaca wool coat | Upper body |
| d - giant dingo leather cap | Head |
| e - cave spider silk sock | Left foot |
| f - alpaca wool shoe | Left foot |
| g - cave spider silk sock | Right foot |
| h - alpaca wool shoe | Right foot |
| i - hornbill leather waterskin | Pig tail fiber dress |
| j - goose leather backpack | Upper body |
| k - . sheep wool left glove | |
| l - . large copper dagger | |
| m - . honey badger meat | |
| n - silver arrow | Stuck in Lower body |

_+ to view other pages. ESC when done.

I laugh; how long has that been there? Compared to the other injuries I've sustained, it doesn't seem all that horrible. I pull it out and drop it with my severed arm. May it be a warning to other fools who dream of what I dream.

[Spoiler](#) (click to show/hide)



At least I had something to offer. I leave, ashamed of my meager offering, and head north one last time. There was a town there, called "Pointyfrenzies." Considering all the points shoved into my body in a frenzied fashion, I would suppose that it's more fitting than most of the places I've been so far. Hopping along on my last leg, I quietly accept my life as a disabled adventurer, resting in the town by the sea.

[Spoiler](#) (click to show/hide)



THE END.

[[I'll do my fortress and post the save in a day or two.]]

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **September 10, 2013, 11:34:56 am**

That is... an extremely unlucky adventure!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 10, 2013, 12:25:10 pm**

I'm quite honestly surprised I survived. I started at the very south edge of the map and worked my way north, losing various body parts as I went. If it weren't for the piles of butchered animals laying around from previous adventurers, with their meat all pre-cut and whatnot, I would have surely

starved to death after losing both my arms.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Aseaheru** on **September 10, 2013, 02:25:03 pm**

Its still a wonderful story.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 10, 2013, 02:31:03 pm**

:o

The part where you managed to get your arm cut of by your own sword is probably one of the greatest WTF moments in the history of DF. I like how it only goes downhill from there.

Great story.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **September 10, 2013, 04:05:18 pm**

I'm guessing that happened due to the whole "You slam you!" thing.

(I love whoever made that fort now)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 11, 2013, 12:28:29 am**

He also survived having his skull completely shattered in the same minecart incident. Always wear safety belts, I guess.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **September 11, 2013, 12:50:56 am**

Safety belts = ??? cloth bandages in DF? You wear them after injury anyway.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Pie Maker** on **September 11, 2013, 03:12:23 am**

So Deathtraps **finally** managed to (almost) live up to its name!
The funny part about all this is that...*that wasn't supposed to be a trap...*

Also, I think I may have been responsible for the piles of butchered animals you found.
[My own story almost done; been procrastinating]

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **September 11, 2013, 01:23:10 pm**

Minecarts are *always* a trap. That's why I walked down the ramps when I visited! :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 11, 2013, 10:57:00 pm**

I'm posting this from my phone; my internet is down, so I'll post the save tomorrow on one of the school computers.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 12, 2013, 05:02:38 pm**

<http://www.mediafire.com/?4ajzx5glp49orr9>

I built my fort to the north, on the eastern hemisphere. It's in the Hills of Murdering, on the volcano Silky Flames. It's called Artobthak Thak Artob.

If you're a new adventurer, it may be beneficial to go check it out...

Also, I hope that my severed arm, which I cut off with my own sword, is an adequate enough tribute?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Niyazov** on **September 12, 2013, 09:47:00 pm**

given the story behind it, i would say that your arm is more than sufficient.

maybe some future adventurer can design an elaborate tomb for it à la stonewall jackson, or animate it and use as a companion

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **September 13, 2013, 02:20:45 am**

So THATS where "Thing" came from!



Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 13, 2013, 02:57:29 am**

I don't think we should take officially submitted items from the museum, it is easy to lose them forever. In this case however we know Evictedsaint's other arm is somewhere out there in the wilderness, and any experimentation on that limb is highly encouraged.

I've send Laularukyrumo a PM.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 13, 2013, 04:30:56 am**

If you want my other arm, you'll have to dig it out of that alligators belly. He seemed pretty keen on holding onto it; moreso than I was, at any rate.

Yeah, if you took stuff from the museum, that'd defeat the point of it being a museum. Like if the national history museum let you take the dinosaur bones from the exhibit to help dig up other dinosaur bones with the bones themselves.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Rumrusher** on **September 13, 2013, 02:03:36 pm**

Quote from: Eric Blank on September 11, 2013, 01:23:10 pm
Minecarts are *always* a trap. That's why I walked down the ramps when I visited! :P

well minecarts are safe if you make them out of none material since your not being hit by an item the entire ride. I learn this the hard way when my ollie command on non-soft carts end up bashing the cart through the head and throwing me off.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 13, 2013, 10:41:18 pm**

What ended up happening, I believe, is that I had too much speed, and the minecarts dropped down a z level. So, it kept going straight and plowed into the wall, THEN dropped me down a z level.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 14, 2013, 03:29:00 am**

Laularukyumo can't take his turn, Argonnek is next.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Pie Maker** on **September 14, 2013, 06:01:02 am**

Finally finished writing about the exploits of Xem Inkdepth! Sorry about the delay.



Upon reaching Stilledfeast, Xem headed straight towards the town keep, determined to speak to the leaders of The Dear Empire. Unfortunately, he found the keep entirely devoid of people, leaders or not. However, many useful pieces of equipment had been careless left running about everywhere. One such weapon caught his eye:

+<<bronze meat cleaver>>+

This is a finely-crafted bronze meat cleaver. This object is adorned with hanging rings of finely-crafted rutile.

Might as well take advantage of the situation. He'd never really liked that spear anyways.

As Xem walked through the market, shiny new meat cleaver strapped to his belt, he realised that the townsfolk were whispering and pointing at him. What was it? Surely they could not have already noticed the theft!

One of the merchants walked up to him and began praising him for the killing of people that Xem had never even heard about, let alone fought with. These folk were evidently confusing him with somebody else. Yet, why should he deny their praise? Xem left the capital that day a hero to the people.

[OOC:Most likely, this phenomenon was caused by bandits in the dungeons dying of old age.]

Xem travelled to the nearby town of Consellblunted, where he had been told a vampire was hiding. He found the vampire, Sporro Hopefulmaster, easily enough, given all the grotesque jewelry he was wearing. Upon accusation, the whole town mobbed up on him and put an end to him.

Sporro Danasiñur, Human Metalsmith vampire: I am Sporro Hopefulmaster!
Sporro Danasiñur, Human Metalsmith vampire: Prepare to die!

Xem's next target was a fortress not too far from the hamlet. This one, known to the locals as "Perplexscribe", was completely abandoned, save for a horde of wild boars that had taken up residence within. Despite helping Xem master the art of the meat cleaver, the boars did not want to join him on his adventures, so he left them behind as a butchered pile of meat.

As night fell, Xem reached Fort Embraceglove. Just in time too, for bogeymen began to surround him as soon as he neared the doors.



Embraceglove was evidently still guarded fiercely, given the fact that the soldiers running about there. The keep was also inhabited, by none other than the law-giver of Xem's civilisation. Out of nothing but sheer instinct, he accused the woman of being a vampire. Few politicians in those days were not several centuries too old.

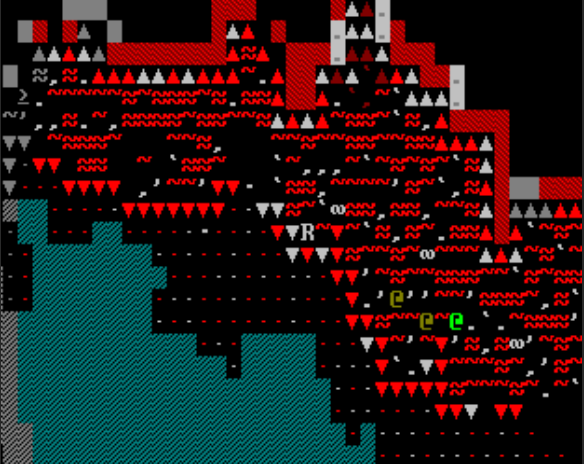
Talking to the law-giver Ocna Luhzar

Ocna Luhzar, Human Lye Maker vampire: I am Ocna Singlesands!
Ocna Luhzar, Human Lye Maker vampire: Uanquisher of Omthu Clinchedspin, sacred grizzle of The Elder Coven, a spineless slug whom was crushed under my might!
Ocna Luhzar, Human Lye Maker vampire: Strangler of Hob Bastioncrater, sacred grizzle of The Elder Coven, a spineless slug whom was crushed under my might!
Ocna Luhzar, Human Lye Maker vampire: Death of Bewa Actwheels, exalted autumn of The Cyclopean Fellowship, whose insignificant name I struggle to recall!
Ocna Luhzar, Human Lye Maker vampire: Bane of Nato Bluntcusp, exalted oak of The Past Communion, whose insignificant name I struggle to recall!

Despite how much the woman kept filling her head, it was severed off just as easily as anyone else's.

Xem left Embraceglove the next morning, followed by many of the fortress' soldiers-many of whom were still trying to get over the fact that their beloved law-giver, who they had been protecting for most of their lives, had actually been a vampire all along. Still, it did give them satisfaction to finally understand how she had managed to keep looking young after so many years in office.

Xem's next target was Dema Saffrontorch the Windy Rapid Orange, a great roc who had plagued many a civilisation throughout its long life. Xem had been told about its lair by one of the soldiers, whom he had asked if there were any interesting locations nearby. Xem and his entourage reached Intensesun the Hoof of Certainty, for that was what the locals called the lair, after only a day's march north up along the mountains. There, they met the great bird as it swooped down majestically towards them, sporting talons large enough to grab an elephant.



There was also a weird undead fish flopping towards them, but Xem ignored that for the moment.

Fiȳopieletha's corpse

A medium-sized, flat fish. It lives near the beach and will defend itself with sharp barbs.
His lower body is cut open. His guts are spilled.
He is incredibly muscular. His skin is gray. His eyes are black.

Thinking quickly, one of Xem's companions, an archer, aimed and fired his crossbow, launching a bolt directly into the beast's wing. The roc shrieked and dropped from the sky, hitting the ground with a thud.

The flying bronze bolt strikes The Roc in the right wing, chipping the bone!
A tendon has been torn!
The Swordsman stands up.
The Roc gives in to pain.
The Roc slams into an obstacle!
The Roc's right wing takes the full force of the impact, bruising the bone!
The Roc's left wing takes the full force of the impact, bruising the bone!
The Roc's right lower leg takes the full force of the impact, bruising the bone!
The Roc's lower body takes the full force of the impact, bruising the muscle and tearing apart the lower spine's nervous tissue!
The Roc's upper body takes the full force of the impact, bruising the muscle and bruising the gizzard!
The Roc's left upper leg takes the full force of the impact, bruising the bone!
The Roc's right upper leg takes the full force of the impact, bruising the bone!

Seeing his chance, Xem quickly grabbed a missed bolt and drove it through the roc's skull.

You stab The Roc in the head with your +iron bolt+, tearing the muscle, chipping the skull and tearing the brain!
A tendon in the skull has been torn!
Roc has been struck down.

The roc now dealt with, Xem went trekking back home. Realising that there was a dwarven mountain fortress nearby, Xem decided to alter his course slightly. He had never experienced dwarven architecture; this seemed like a good moment to do so! As he neared the border, he realised that there was something...wrong...with this place. Was it the faded name on the slab...Northevil...perhaps? No...an ominous feeling seemed to emanate from the place. As Xem took another step forward, time itself seemed to warp around him and slow down. What was happening?!

FPS: 0 (0)

A great voice suddenly spoke in his head.
LEAVE THIS ACCURSED PLACE AND NEVER RETURN

Xem complied happily.

[OOC:Seriously, fps was at 0-5. And the reason? The multiplying animals bug-DFHack revealed that there were 78 rodent men in the caverns.]

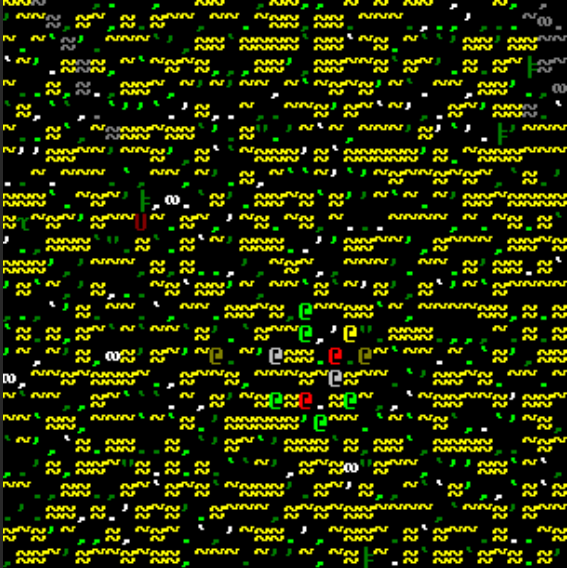
Xem travelled northwards across the Systematic Desert, that barren stretch of land now so familiar to so many adventurers. At one point, he found a river from which to quench his thirst, at which point he was promptly ambushed by carp. Carp...why does it always have to be carp? The fish was growing more cunning...it had now evidently grown used to people in the desert seeking out the river to drink, and was exploiting this fact to catch its prey unaware. Who knew how many poor souls had been dragged to the depths of the river and torn to pieces by a predatory carp...Xem, a lucky survivor by all odds, made a mental note to warn his people about this new carp military tactic.



On a slightly less important note, his band was also ambushed by giant desert scorpions.

You hack The Giant Desert Scorpion in the cephalothorax from behind with your +<<bronze meat cleaver>>+, tearing the muscle and bruising the brain!
The Giant Desert Scorpion has been struck down.
You stab The Giant Desert Scorpion in the cephalothorax with your +iron bolt+, tearing the muscle and tearing the brain!
The Giant Desert Scorpion has been struck down.

As Xem trekked further across the unforgiving land, he came upon a lone child in the desert.



Was he lost, perhaps? Did he have a family? How old was he? Wait, what?!

Axeman: Tell me about your family.
Nomar Riñihluki, Child: My paternal grandmother is named Thine Yellsglaze.
Nomar Riñihluki, Child: In 1013, Thine married Akul Fishedpuzzle.
Axeman: Tell me about your family.
Nomar Riñihluki, Child: I had an aunt named Artuk Tamesquashed.
Nomar Riñihluki, Child: In 1012, Artuk married Sulthu Martyredlion.
Axeman: You look like a mighty warrior indeed.
Nomar Riñihluki, Child: I'm sixty-nine!
Axeman: Whosoever would blight the world, preying on the helpless, fear me!
I call you a child of the night and will slay you where you stand.
Nomar Riñihluki, Child: What is this madness? Calm yourself!

Since the 69-year old child didn't wish to come with him, Xem left him where he had found him-alone in the desert, to be remembered as nothing but a mirage.

Xem travelled south again, stopping by at Lovermalign, a goblin hamlet, to see if they needed anything he could him them with. It turned out that the curious goblins, who did not have a capital of their own, wanted only one thing: for Xem to deal with "the master", a bandit whose hide-out was a nearby camp. Noticing that a couple of other humans in the hut seemed to be fighting with the otherwise-friendly goblins for some reason, Xem hastily left the hamlet, promising to deal with "the master" for them.



Unfortunately, Xem's course towards the camp was suddenly rudely interrupted by a goblin ambush. His measly band of 4 worn out soldiers and a goblin from the village who was meant to guide them to the camp, was completely surrounded on all sides by goblins armed to the teeth.



With at least five bows already pointing towards him, Xem knew that even attempting to fight would suicide. Yet, surrendering was not an option either; Xem knew enough about goblins to tell that these bloodthirsty creatures would kill him anyways, if not just for the fun of watching him scream in pain.

So Xem did the only logical thing he could have done. He turned and ran towards the first gap he saw in the line of enemies. At that moment, a flock of buzzards swarmed around him, providing an obstacle for the arrows that would have otherwise stopped his escape. As Xem ran, he swore that he would never harm another buzzard in his life. Unless he was really hungry or something. Anyways, he somehow made it to safety, and trekked back to civilisation alone.

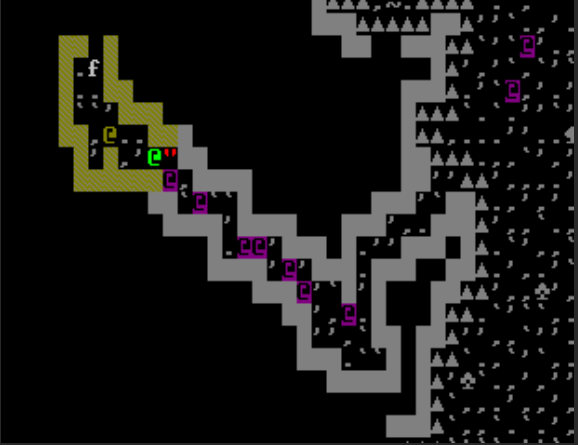
Or maybe not quite alone. As Xem walked, he was startled to suddenly see three of his companions approaching him-the pikeman; his once fine clothes now reduced to rags, the crossbowman who had shot down the roc; now sporting an empty quiver, and the goblin guide, who seemed to be completely untouched-the goblins probably had considered him one of their own. They too had, by some miracle, gotten away from the vicious goblin mob. It seemed that the gods really were protecting us that day. Well, "us" meaning "not including the two soldiers who got killed."

Xem and his ragged band visited another fortress, where they beefed up their number with new recruits. Soon after, they raided a nearby human bandit camp. It was all going well until Xem found himself at the front line with an enemy crossbow pointed at him and ready to fire. Thinking quickly, Xem pulled out the knife that he had taken from the hands of the first vampire he had killed, and threw it at the crossbowman.



Next, Xem was ambushed by some people calling themselves "the Occult Conveniences." They didn't really seem to plan out the attack well though- they basically lined up and attacked one at a time. Meanwhile, the elite crossbowman that was supposed to be covering them had a heart attack and died.

After that episode, Xem killed a naked cave fish man living in a cave, who Xem assumed was a were-creature and he headed on towards the goblin camp called "Helmbrushed".



The camp raid went well-there were no casualties on Xem's side and Xem slew "the master" myself, taking off his head as proof to the villagers. Xem noticed that the goblins' breastplates were decorated with the image of a cocoa tree-the symbol of the Connected Monster. Justice had been dealt, and those two soldiers whose name Xem had never really bothered to remember had finally been avenged.

```

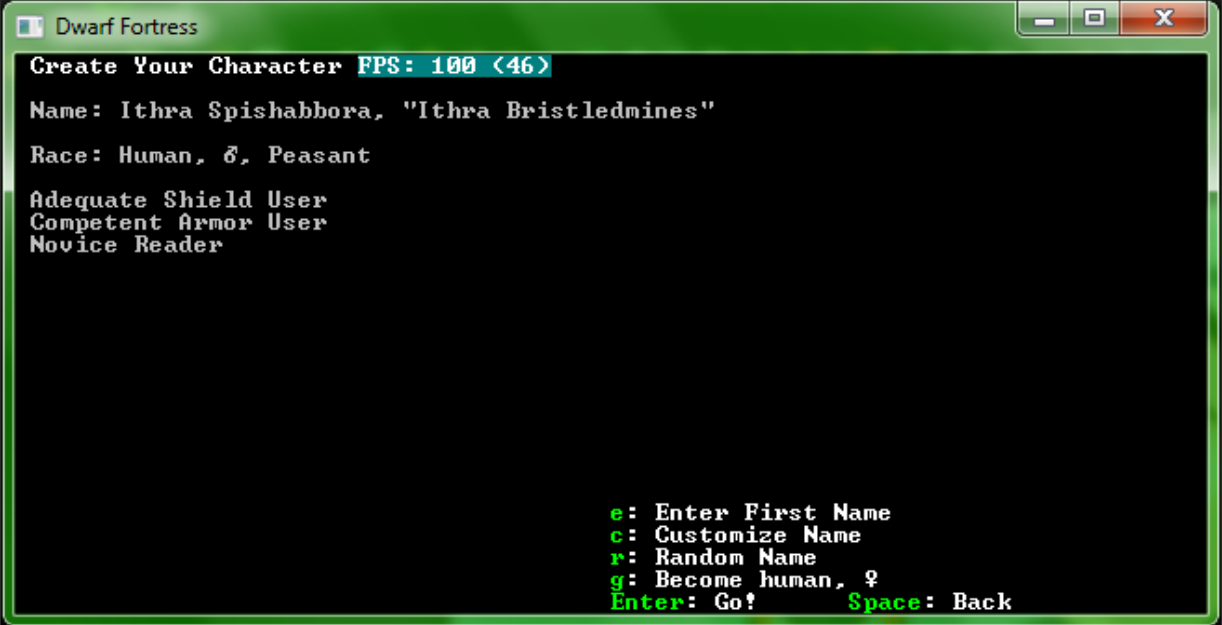
The master loses hold of the small leopard leather hood.
The master loses hold of the small rope reed fiber cap.
You hack The master in the head from the side with your +«+bronze meat
cleaver+»+ and the severed part sails off in an arc!
Mesm Asriidil, Goblin Swordsman has been struck down.
```

Then, everything stopped. A barrier with the words "REAL LIFE ISSUES" stamped on it seemed to have formed in front of Xem. He could go no further than this. Thus, Xem Inkdepth the Lavender Flag (thanks for the title The Dear Empire...) returned to Stilledfeast, where he remains to this day, sulky because he never got to finish his adventure.

THE END

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **September 15, 2013, 12:44:06 pm**

Ithra Spishabbora, militiaman in training.



Like all of my people, I shall go on a journey. A journey to the west would be far too short - I'd run into the sea - so I will go east. Legend has it that there is a museum there, where countless objects of incredible value and power reside.

I cannot do this alone, so I go to a nearby house and ask for some help.
"Join me on my adventures!"

"I would... rather not."

"Join me on my adventures!"

"I would... rather not"

"Join me on my-"

"No."

This last response, from a ranger, earned him a glare from me. Maybe the glare was a little much though, since he grabbed his chest and collapsed moments later.

```

Usmik Ishasinid, Ranger has died of old age.
```

Oops. Oh well.

After asking around some other houses, I decide to just go south to the nearest fortress to get some equipment. It takes all day, but I get there and find one soldier and a few peasants. No equipment could be found. I leave and make my way to a city a day's travel away, sleeping in a small village on the way.

Searching the keep at this city, I find no free equipment. A shame. So I head into the dungeons to search. Only a short distance from the entrance I find a bronze breastplate. I smile and put it on. Searching further, and being constantly on the watch for bandit scum, I find a superior bronze battleaxe hidden under a pile of clothing. Dropping my far inferior spear, I take up the axe, a bloodthirsty grin on my face.

So far I have found no living things here. Only piles of abandoned clothing, weapons, and armor. Moving to the north (I think), I smelled something awful. I wanted to run, in case it was a monster of some sort, but I pressed on. Through a small passage, I saw the source of the smell: piles of dusty corpses, all human. Somehow, I stumbled into some catacombs. I turned away and returned to the dungeon. After moving south, the smell hit me again, and again I found a passage to a crypt, this one far larger than the last. I spotted something on the other side of the room, buried beneath countless years' worth of bones and dust. A sword, held in skeletal hands. Though interesting, it is of no use to me. I spotted a door and, desperate to escape the death-smell, passed through it. I took a few quiet breaths in the seemingly empty chamber, but quickly stopped when I heard a cough in the darkness. Lurking forward, I saw a person, standing watch in the chamber. I did not smell death, so he wasn't the undead. A bandit. Who else would stand watch down here. I creep closer, but my foot taps the ground a little too loudly.

```

You've been spotted!
You've been spotted!
```

He snaps his head in my direction and charges, but I swing my axe at his head before he can attack. I miss and he charges me, colliding and tangling us together. He manages to stand before I do, then proceeds to smash my limbs and kill me. Ouch.

I was killed by a bandit. How embarrassing. Oh well, here's the save:

http://www.mediafire.com/?6j5yl62r2j2y9m0
And I would like to sign up for another turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 15, 2013, 01:48:30 pm**

So you started completely on the western side? It will be a long, and interesting journey.

Edit: apparently it was interesting but not long, you seem to have edited in an unfortunate death after my post..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **September 15, 2013, 03:11:23 pm**

Sadly, my adventures never seem to last that long. Oh well.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 15, 2013, 04:10:24 pm**

Losing is fun!

I'll sign you up for another turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **notquitethere** on **September 15, 2013, 04:16:03 pm**

I've got the save and will get to it post-haste.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Nerdfighter_619** on **September 17, 2013, 05:49:42 pm**

I would like to try this, but I don't know how to deal with saves and such. Could someone post/link to an explanation on how to import and upload saves? Thanks.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **September 17, 2013, 08:49:34 pm**

To import a save, all you have to do is download it, and extract the zip file it comes in into [your DF install directory]/data/save and load DF. It should immediately appear in the Start Game or Continue Game menus. If it's not, go back to the folder in your data/save directory and open the folder you extracted. It should be data/save/[region name]. The files immediately within that folder should include things like art_image-0.dat and so on. There should also be one sub-folder named raws, but you should not have to go through two folders to get to the folder that contains the actual save information. If you're looking at something like data/save/[region name]/[region name] and inside that second folder is "raws," then you'll have to move the second folder and all its contents out of the first.

Then after playing the game you can just go back to that folder, throw it in a .zip file and upload it to some safe filesharing site (such as the one you downloaded it from) and post a link for whoever you were uploading it for.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 17, 2013, 08:50:28 pm**

Quote from: Nerdfighter_619 on September 17, 2013, 05:49:42 pm

I would like to try this, but I don't know how to deal with saves and such. Could someone post/link to an explanation on how to import and upload saves? Thanks.

You download the save.

Unzip it.

Open up the Dwarf Fortress File, navigate to dwarf fortress>data>saves.

If you see the file "Current," then you're in the right place. Put the save file in this folder (in the same location as "current", not inside of it.)

Make sure that the save file isn't nested within another save file, or it might give you errors, i think.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 17, 2013, 11:42:48 pm**

Quote from: Nerdfighter_619 on September 17, 2013, 05:49:42 pm

I would like to try this, but I don't know how to deal with saves and such. Could someone post/link to an explanation on how to import and upload saves? Thanks.

Can I add you to the end of the turn list? It will take approximately four months before it gets to you, there are quite a few other people waiting.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Nerdfighter_619** on **September 18, 2013, 05:19:46 pm**

Quote from: Bralbaard on September 17, 2013, 11:42:48 pm

Quote from: Nerdfighter_619 on September 17, 2013, 05:49:42 pm

I would like to try this, but I don't know how to deal with saves and such. Could someone post/link to an explanation on how to import and upload saves? Thanks.

Can I add you to the end of the turn list? It will take approximately four months before it gets to you, there are quite a few other people waiting.

Yeah, please do. Before someone else comes along and I have to wait even longer ;)
Also, what would I do with the save when I'm done with it?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **September 18, 2013, 05:34:29 pm**

Like I said, put it in a .zip file, or some equally common format, and upload it to a safe file sharing site like the one you got it from.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Nerdfighter_619** on **September 18, 2013, 07:29:24 pm**

Quote from: Eric Blank on September 18, 2013, 05:34:29 pm

Like I said, put it in a .zip file, or some equally common format, and upload it to a safe file sharing site like the one you got it from.

OK. Thanks.
EDIT: Sorry, I didn't see your earlier post. My bad.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **notquitethere** on **September 22, 2013, 05:49:46 pm**

I had something going, but unfortunately I wasn't able to finish and I had insufficient images in any case. Sorry for taking up people's time! Skip me and head to Genericboy.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 22, 2013, 06:41:50 pm**

I guess notquitethere was not quite ready.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **September 23, 2013, 12:36:42 am**

foreshadowing?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **September 23, 2013, 01:55:09 am**

Braalbard; you should double check the entry for the six corpses of sluguflonkus: your description uses masculine pronouns, while sluguflonkis is actually a woman.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **September 23, 2013, 02:21:46 am**

What is the correct word for a female kobold? Male and female become 'bold and wobold?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **September 23, 2013, 03:28:09 am**

[Quote from: Timeless Bob on September 23, 2013, 02:21:46 am](#)
What is the correct word for a female kobold? Male and female become 'bold and wobold?

male=kobold
female=boldko-chan?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **September 23, 2013, 03:35:32 am**

ahhhhh

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **September 23, 2013, 01:36:22 pm**

I just use man or woman because I'm too lazy to make up new terms :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 23, 2013, 01:42:35 pm**

Oh, Bralbaard, you misspelled my name in the OP. It's evictedSaint, not convictedSaint, though I will admit that's a far better user name.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 23, 2013, 02:03:54 pm**

So I'm being my usual chaotic self: getting the gender of kobolds wrong, messing up the forum names of our brave adventurers...
Actually at work today, they made us do this personality test, and not surprisingly it was once again confirmed that I can be a bit absent minded and chaotic. :D

I'll PM Genericboy

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **September 23, 2013, 08:01:03 pm**

It's not a big deal, Bralbaard. You've been running this thread for over a year and a half now (holy cow).

Oh! and whoever ends up being the next adventurer, be sure to stop by Combinelocks. It's a great first-stop for a fledging new adventurer.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 27, 2013, 03:41:01 pm**

Allright, Genericboy did not show up. He was last heard of a few days after he signed up for his turn, somewhere in may, so he likely moved away from DF. It's Eric Blank's turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **September 27, 2013, 04:44:01 pm**

Well, I guess I'll get started soon, then.

[Edit]

Adventure concluded.

I set out on a quest to assassinate Bora with a human hero, and immediately began pathing northwards along the eastern flank of that mountain range north of Dur Kunod (West) and Behal Imec. When I got to the desert in the bowl north of it and my companions got killed, I suddenly realized I was going the wrong damn direction, and I should have gone north-west along the south-western flank of the mountain range form my starting point in Dur Kunod. I arrived in Crowncruelty nonetheless, and with a lot more training, and initiated the climactic battle where the hero should save the world by hacking the villain to bits.
Instead I promptly had my shield hand chopped off and after beating on me a bit my own zombified hand stole Bora's kill.

Thus ends the tale of... Whatever the hell her name was. Imi something-or-other.

I'll be starting a fortress now, I suppose.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 28, 2013, 01:35:34 am**

ah, more zombies! Just what Dinnerwandered needs!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **September 28, 2013, 02:00:43 am**

Well, the good news is I retired Bora way over on the other end of the continent last time; he's hanging out in a goblin town named Crowncruelty. That's not to say that the game won't spontaneously decide that since my zombie arm made a kill, it's a historical figure and needs a lair or something, and the game will shove it in Dinnerwandered's catacombs rather than one of the hundreds of other potential sites.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **September 28, 2013, 02:36:40 am**

Ah yes, that's true, in my mind you were still occupying that house over in Dinnerwandered, together with MrWillsauce.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **September 29, 2013, 06:37:46 pm**

[Quote from: kesperan on June 07, 2013, 03:46:45 pm](#)
[Quote from: evictedSaint on June 05, 2013, 09:55:59 am](#)
Only three more months to go till my turn...
A mere 16 weeks for me... That should be about the start of October... Still worth it though to be part of something this epic :)
Looks like my turn next, and again I was eerily accurate with my prediction!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **October 05, 2013, 07:38:04 pm**

Alright, here's the file (<http://www.mediafire.com/download/h8o6ubntsjmqp97/The+museum+-+post-EB.rar>). My fortress is way over on the west side of the continent.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Gnorm** on **October 05, 2013, 11:51:51 pm**

I'd like to join this succession world. By the by, is Legends Mode set to automatically reveal all history, or do we have to find that out by ourselves?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 06, 2013, 01:50:35 am**

All historical events were hidden at the start of the game, we've uncovered quite a lot since then.
I'll add you to the turn list.

Here's the map with Crimsondepths, the new fortress.

[Spoiler](#) (click to show/hide)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **NAV** on **October 06, 2013, 10:31:01 am**

Can I sign up for another turn?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 06, 2013, 07:15:00 pm**

Downloading the game now and will get started tomorrow!

Edit: It's taken me nearly a month of game time to reach Crimsondepths... slaughtered the goblin siege and trying to find a way inside. Apparently there is a minotaur here...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 08, 2013, 12:36:09 am**

OK, probably more than halfway through my turn.

Exploring The First Anvil and having some problems. Have PMd Tehsapper to see if its an issue with the fortress design, or the design of my brain :S

Loving this game so far! Crimsondepths was fun, the bismuth bronze tarantula FB not so much...

I am scribbling notes as I go, so will finish my turn, upload, then format a story.

Not sure if I will make a fort... having seen what some of you can do, my fort would be shameful.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **October 08, 2013, 02:16:28 am**

Any fort whatsoever is worth it. And I totally want to hear how you handled the innumerable hostile creatures I had roaming around :P

Most of them were in cages when I abandoned.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 08, 2013, 09:53:32 am**

Well, I figured what I was doing wrong in the First Anvil - z-level swimming has a special key, who knew?

And Eric - the Minotaur roaming your place was the closest I have come to dying so far...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 08, 2013, 10:54:41 am**

Thanks to all the great contributions and comments in this thread the museum has been inducted into the hall of legends!
(<http://www.bay12forums.com/smf/index.php?topic=89305.0>)
Thanks everybody!

I've added NAV to the turn list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 10, 2013, 04:03:05 pm**

Nearly finished the story and hopefully will have a bash at at fortress at the weekend.

Thought I would drop this teaser in.

The spinning live chipmunk strikes The Forgotten Beast in the body, fracturing it!

(http://s1329.photobucket.com/user/kesperan/media/Dwarf%20Fortress/The%20Museum/Chipmunk_zpse9862ddd.png.html)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **TheFlame52** on **October 10, 2013, 07:01:26 pm**

Awesome.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **darkrider2** on **October 11, 2013, 11:32:25 am**

Add me to the list please.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **October 11, 2013, 11:52:34 am**

Quote from: kesperan on October 10, 2013, 04:03:05 pm

The spinning live chipmunk strikes The Forgotten Beast in the body, fracturing it!

(http://s1329.photobucket.com/user/kesperan/media/Dwarf%20Fortress/The%20Museum/Chipmunk_zpse9862ddd.png.html)

Looks like the fluffy wambler has some new competition...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 12, 2013, 09:57:15 am**

Sadly despite being made of vomit, the FB didn't die, it had a shell of some kind.

Fort is nearly done - it has been more successful than I had thought, but I am nearly finished my two mini projects and just getting enough treasure together to make it worthwhile.

Should have the game uploaded tomorrow and will submit the report once I can get it all shiny!

Edit - this fort is bizarrely successful and my plan to scuttle it just opened up a more tantalising opportunity... watch this space.

Secondly, can someone explain in precise terms what I have to do to make items not scatter and to retire the fort?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **October 13, 2013, 02:35:50 pm**

Quote from: kesperan on October 12, 2013, 09:57:15 am

Secondly, can someone explain in precise terms what I have to do to make items not scatter and to retire the fort?

Open up DFhack, and while playing, enter the command "lair"

This will mark the map as a monster lair, preventing scatter.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 13, 2013, 09:59:25 pm**

Specifically I want to be able to allow my dwarves to be recruitable by future adventurers - does it matter if the fort is abandoned or retired? I seem to recall a complicated way to retire a fort and keep it running as usual (kind of) but the thread that explains it is from 3 years ago and I don't know how much has changed since then.

In other news - I was just about to finish my fort when I had a massive tantrum spiral from nowhere (prompted by some clothing rotting of all things) accompanied by two consecutive sieges which dropped me from 155 to 20 dwarves. Completing my project is going to be tricky now but I will manage it and upload today!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 14, 2013, 12:14:59 am**

The old method should still work. People might have devised easier ways to do it by now but I'm not aware of any.

You can recruit dwarves from abandoned forts, the only difference is that they will be a bit less talkative about their surroundings, also some may not survive the abandoning process, or may flee from the site.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 14, 2013, 06:36:45 am**

To retire a fort using DFhack, this is the process:

pick and axe v2 (http://www.bay12forums.com/smf/index.php?topic=81738.msg2169407;boardseen#new)

DFHACK: Fortress into town

- 1) "clean map" (improves FPS when visted again)
- 2) "lair".
- 3) Loo"k" at an individual ---> 'dfusion' --> 'adventurer tools' --> 'change adventurer'
- 4) "mode set" --> '1'
- 5) 'Esc' --> "Retire as a peasant/give in to starvation"

"---" = type this into dfhack console

'---' = choose this option/press this button

This allows whomever you choose to be an adventurer themselves, while also making all the remaining dwarves act like any other villager when asked about their surroundings or when giving quests.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 14, 2013, 08:17:50 pm**

Step 3 consistently caused my DF to crash, so I just retired the fort.

Have the file saved as 145 Mb - is that too big for DFFD?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 15, 2013, 12:03:45 am**

I think the limit is 150 mb. Mediafire, the place you downloaded your own save from, is a lot faster though.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 15, 2013, 03:17:37 pm**

OK guys, here is the link.

The Museum - Turn 47 (year 1136). (http://www.mediafire.com/download/8131xj84m6jt1md/The_Museum_-_Turn_47.zip)

I've had an absolute blast and it's definitely been worth the 4 month wait to be part of such a fantastically rich world.

I will get cracking on my story, have some lovely screenshots and tales to share with you all.

The fort I have added is called Ironhelm the Ocean-Castle. It lies on the south west coast of the Water of Meditation at the mouth of a river, and lies in the mainly un-explored south western landmass. I hope you enjoy discovering it's secrets!

P.S. Sign me up for another turn!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 15, 2013, 05:49:58 pm**

Quote from: kesperan on October 14, 2013, 08:17:50 pm
Step 3 consistently caused my DF to crash, so I just retired the fort.

Strange. It's never crashed when I've done it. I wonder if that's because I set the data priority on my laptop to "realtime". (It's been that way since 34.05, so I forgot all about it.)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 15, 2013, 11:42:05 pm**

Quote from: kesperan on October 15, 2013, 03:17:37 pm
Turn 47 (year 1136).

So the world has aged 86 years since the founding of the museum, and we can expect that even human children will start to die of old age now. The only historical figures that will be left among the humans in a few years are those that were activated by our adventurers and vampires. The world is starting to revolve more and more around the museum and its treasure hunters...

I've send Krevsin a PM. I just noticed I would be next, after Krevsin, but I moved myself down a few places, I definitely won't have time next week.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 16, 2013, 07:10:55 pm**

Wow! Looks like I'm suddenly next in line! (And here I was stressing out wondering how I'd fit last-minute costume finishing for Halloween and getting a good post together for when my turn came up at the same time!) It's just serentypical, isn't it?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 16, 2013, 07:46:44 pm**

Prologue:

Rain lashed the ground, bouncing off the packed muddy streets of Dinnerwandered. Lightning arced and revealed the two dwarves standing motionless, facing each other.

The dwarf to the left was clad from head to toe in shining adamantine armour. Rivulets of rain water poured from his beard. Two cold blue dead eyes stared into eternity. In his hand, a massive axe forged of the blue god-metal, caked with the blood of hundreds of foes but still absurdly sharp.

The ground between them was thick with gore and strewn with bones, teeth and body parts. Rain mixed with blood stained the earth.

The dwarf to the right clenched a steel short sword, ancient and notched, etched with demonfire and the ichor of ancient untold creatures. His once noble body was distorted with ropes of unnatural muscle, and a baleful red glow shone from his unliving eye sockets.

“I am Dishmab Iroldeduk, Northmanor in the human tongue, The Mute Saffron Soot. Who stands there?”

A voice like grinding bones and the stench of corpses assailed Dishmab.

“I am Nil Swifttoast” it rasped, “The Colourless Complexity.”

“Have you come to challenge Death itself?” continued the mist thrall.

“I know of you, but you hold no fear for me” grinned the axe lord.

Dishmab gestured and the scattered corpses rose in a wet twisting mass of flesh.

A hideous crackling sound emerged from the ruined throat of Nil. A laugh?

Lighting struck the ground between them and thunder spoke.

So it has come to this, thought Dishmab. He almost laughed himself. To think a few short months ago, he was an ordinary average dwarf. How had he changed so much? What had he become?

“Let us finish this then, youngling.”

With surprising speed the two necromancers leapt at each other...

...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 16, 2013, 09:59:58 pm**

Part 1 - The Legends of Dishmab Northmanor, The Mute Saffron Soot

Bowedrough, dwarven Hamlet, part of the empire of the Rough Labor nestled in the mountains to the south of the landlocked Glad Sea and home to our hero.

Dishmab Iroldeduk was 71 years old. A young adult in dwarven terms. He had grown amongst his kind and the humans, who knew him as Rampart Northmanor, a clunky translation of his dwarven language.

Dishmab had longed all his life to be an adventurer. He was born in 1054, just as the world came to know of Teshil Despairdaub’s famous museum. Dishmab grew up listening to tales of the wonderful adventurers who braved the dark places of the world to bring trinkets and curiosities to the Museum, and he longed to visit the place, and to bring his own offering.

His father used to tell him stories to help him sleep. Of the famous Logic Legendfinder, the Bitterness of Lancers who slew four dragons, if the myths about him are true. Of Kaslun Wadsomber the Whirling Anguish, an evil necromancer from whom it was said a constant stream of pus would erupt!

But mostly the stories were of Bora Ragedance and Nil Swifttoast. In whispers his father said these great warriors had sold their souls for eternity, and had set foot in the hot slade of hell itself. If these stories were meant to terrify Dishmab, they had the opposite effect, and he knew one day the peasants of the Rough Labor would whisper his name in the same breath as the Colourless Complexity, and the Allied Flesh of Nourishment!

And now his father was gone. Nothing kept Dishmab in this tiny hamlet any more.

Gathering his belongings, such as they were, he strode out into the daylight to begin his adventure. Stopping at the local inn, he chatted with his friend Ushat, the barkeep.

Ushat always had the latest rumours.

“Have you heard of Crimsondepths? A new fortress far to the west. The rumour is there is a minotaur there!”

That sounded to the young dwarf an excellent place to start. Dishmab had always kept himself to himself, and had never ventured more than a few hundred yards from home, so the sight that greeted him on the edge of town was new to him.

The site of some battle. Human and dwarf peasants lie scattered and dead. What could have happened here? Nobody seemed to mind when I rifled through the corpses of the militia dwarves I found. A nice steel axe and some crude body armour, better than the flimsy copper hatchet I had inherited from my father.

Dishmab begin the long journey west to Crimsondepths, keeping a journal as he went.

[Spoiler](#) (click to show/hide)

Axedwarf

Adequate

Novice

Competent

Novice

Competent

Adequate

Novice

Adequate

Adequate

Average-sized for a dwarf

Speed: 1067

Axedwarf

Swimmer

Observer

Reader

Fighter

Wrestler

Biter

Dodger

Misc. Object User

0/700

0/600

0/800

0/600

0/800

0/700

0/600

0/700

0/700

High Strength

High Agility

High Toughness

Above Average Endurance

Average Recuperation

Very Low Disease Resistance

Average Analytical Ability

Average Focus

Average Willpower

Very Low Creativity

Average Intuition

Very Low Patience

Very Low Memory

Very Low Linguistic Ability

Average Spatial Sense

Very Low Musicality

Average Kinesthetic Sense

Average Empathy

Average Social Awareness

Dishmab

A short, sturdy creature fond of drink and industry.

He is very fat. His medium-length sideburns are braided. His very long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. His gold eyes are bulging. His ears are narrow. His eyes are slightly close-set. His skin is pale brown.

28th Galena 1125

I travel west through the gates, for the first time in my life. My pack is full of prickleberries and water, but I need some battle practice if I am to slay a minotaur!

After travelling for half a day, the scenery starkly changes. An aura of forboding clings to this place. In the distance, I spot a hare. I sneak upon it and leap! Tusseling with the creature for what seems like hours, I almost miss the roiling cloud of devlish ash tumbling over the hills. I leap aside just in time to see the hare engulfed in unholy flames, burnt to a crisp. My beard is singed but I am unscathed. I butcher the roasted hare corpse and feast on barbecued meat before making camp.

2nd Limestone 1125

I have travelled far to the west and left the sinister marshlands behind me, entering into a sparse desert. I wash the filthy ash from my meagre armour and spot the entrance to a lair in the distance. Perhaps a chance to prove myself?

I creep into the lair and see some lanky grey skinned creature crouched in the corner, over a cauldron, cooking human remains by the looks of it. It is a lumbering freak, a hideous night creature! Surely a tough foe for an inexperienced dwarf? Steeling my nerves I leap from the shadows, axe raised.

My axe bites deep and true, and with my second lucky strike, I separate the beast’s head from his warty shoulders!

[Spoiler](#) (click to show/hide)

You hack The Lumbering Freak in the right lower arm with your steel battle axe, tearing apart the muscle!

An artery has been opened by the attack and a sensory nerve has been severed!

You hack The Lumbering Freak in the head with your steel battle axe and the severed part sails off in an arc!

Momuz Ugithostar Shedim Zimesh, Lumbering Freak has been struck down.

I travel north, buoyed by my victory. There had long been legends of a hill titan shrine to the north of this great desert.

It is a long journey and I practice my stealth and fighting skills. I butcher a groundhog to replenish my supplies. They call this place the Tundra of Bears. I don’t find any bears though.

It is late evening when I arrive at the shrine. I see the great monster, a three-horned gigantic opossum! Smungras Strapfur, the Bearded Boar. Beware it’s deadly spittle!

It is huge and I am no match for it in a fair fight. I dance unseen around it, lashing out with my axe at its exposed limbs. It begins to slow and tire, thick blood gouting from a hundred gaping cuts. Finally it totters and stumbles to the ground, unmoving. I have slain the great beast! I butcher it, taking a healthy supply of meat and taking a great jagged tooth as a trophy.

I feast on the heart of the titan as I travel west to a minotaur labyrinth in the distance.

3rd Limestone 1125

On the way to the accursed labyrinth I stumble into another night freak lair, and dismember the terrifying beast. Sadly the only treasure I find are scattered hedgehog remains. I take the opportunity to rest and eat.

I find the minotaur lair without too much difficulty. It appears at first glance to be abandoned, until I stumble into the bull headed creature. I hold my nerve and get a lucky strike in, shattering the monster’s skull with my dented copper shield. As before, I find no armour or weapons that would help me on my quest.

7th Limestone 1125

I have travelled west for days. My legs are tired from walking. I stop to rest for the night and not soon after am awoken by an ambush!

The leader cries out a challenge, before promptly clutching his throat and falling dead to the ground. His two companions eye each other warily and jump upon me. I can tell their heart isn’t in it, and I cleave them in half.

I arrive at a human settlement. They are awed by my tales of minotaurs and freaks. They gesture to the fort to the north. Perhaps the humans have treasure I could plunder? The villagers tell stories of the terrible Bora Ragedance, who came through these parts some 30 years ago.

The fortress has only a skeleton detail and the leaders are long dead. The equipment I find is too large, but I do pick up a good quality iron shield to replace the copper one dented by the minotaur skull, and a strange device called a copper whip.

The bowman on duty suggests I head north to their lawmaker. Perhaps he has a task for me.
When I arrive at the next fort, it is clear that this lawmaker is long dead. These humans have such short pitiful lives.

I rest in the fort.

8th Limestone 1125

On my trek ever westwards I find a bandit camp in a place the humans call Charmdwelling. It is not charming. Sneaking upon them I launch an attack. The humans are scattered and bewildered by my guerrilla tactics, and I am able to pick them off one by one, before looting their stolen treasure.

With great glee and fortune, I find a dwarven steel mail shirt, and a pair of fine iron boots that fit. I discard my worn out old equipment and head on.

The catacombs of the local town are long since cleared of enemies. I think back to the tales of Bora and wonder if it was his scimitar that ended these bandits lives. The townsfolk point me to their capital, and I head northwest. On the way I come across some lairs, cowering filthy naked peasants screech at me. Werebeasts. They fall to my axe.

10th Limestone 1125

The so called capital is deserted, the human civilisation long having crumbled. The catacombs are again littered with corpses. It seems I am following in the footsteps of other adventurers once more.

On the outskirts of town is a lair the likes of which I have never seen before. A shiny alder door makes way to an earthen floor. A family of lumbering freaks cluster round their cauldron, and I lay into them. Their tattered rags are no match for dwarven steel. Three more lumbering freaks to add to my tally.

14th Limestone

My journey westward continues, and the forest I find myself in is serene and beautiful. I spot a great horned white horse. Surely this must be a fabled unicorn?

I best the beast in combat, and take its horn and meat with me.

20th Limestone 1125

The enormous serene forest thins to reveal an imposing mountain range before me. Sinister storms rack the hillside and there is an eerie tingling in my mouth as I approach. Evil is here. Suddenly I am ambushed from all sides by tiny chattering dog-creatures! Kobolds! I have heard stories of these vicious creatures, their accuracy with a bow belying their small stature. I head for the archers first, wading through them. They bite, nick with crude spears and kick, and I lose the grip of my shield and axe!

Punching and kicking, I fear for my life. I feel the kobold skull give way as my boot sinks into my brain, and realise the only sound is the panting of my breath. I am bruised and battered, but I am lucky to not have any wounds that won't heal with a few days rest.

21st Limestone 1125

I inch cautiously through the haunted mountains, careful to avoid any undead beasts or baleful clouds. It is a tense march and I am glad when I leave the range behind me.

At the foot of the hills is a small fort, Flickerordered. As before it is abandoned and long since looted by adventurers or worse. Surely I cannot be far from a friendly dwarven face now? The mountainhall is only a few hours westward.

22nd Limestone 1125

I have arrived at Crimsondepths at last, after nearly a month of travel.
I hear a guttural shout... GOBLINS! I must save my brethren!

I approach from the south and it is clear that the fort is under siege. Goblins are scattered everywhere, but I see few dwarven corpses. Thankfully the notorious minotaur is not in sight.

Sneaking up behind them, I strangle and garrotte two crossbowmen, before finding my first friendly face. A bowyer dwarf clutching his spilled guts lies next to a goblin corpse, its mangled body splayed at an unnatural angle. There is nothing I can do for this brother but avenge him.

I creep into the fort to find some armour I might use. I find a steel helm and some copper gauntlets, to replace the leather mittens I wear. Without warning I hear a booming voice behind me...

I WILL GRIND YOUR BONES!

The minotaur Uzo Clashgoals the Seizure of Lancing has crept behind me. With one sweep of his great fist he topples me and sends me clattering into a pile of trade goods. My left arm is badly bruised and my shield clatters to the ground. The minotaur senses me scrambling to my feet and charges, again sending me tumbling through the air. My steel helm stops my brains being dashed on the fortress floor, but I feel a stinging pain in my left shoulder. My axe falls limp from my grip. Weaponless and with no shield, I scramble into a corner as the bullheaded monster strides forward. I desperately scramble in my pack, my nervous fingers find the coiled copper whip I looted from the human fort weeks ago. I have no knowledge of this weapon but my seconds are numbered.

The minotaur hefts an enormous axe of copper from his back and lunges at me, luckily he is clumsy and slow and I manage to dodge his blows. The whip cracks out and catches him on the left hip, fracturing it. Howling he falls to the floor and I whip again and again. With one final lash, the minotaur's skull is cloven in twain and his black brain oozes out. He moves no more. My arms ache but I check for other wounds and am relieved. My arms will heal in time.

Spoiler (click to show/hide)
The Minotaur misses You!
You lash The Minotaur in the left upper leg with your *copper whip*, jamming the bone through the left hip's muscle and chipping the left hip's bone!
The Minotaur falls over.
The Minotaur misses You!
You lash The Minotaur in the right hand with your *copper whip*, jamming the bone through the right wrist's muscle and chipping the right wrist's bone!
The Minotaur loses hold of the copper battle axe.
You lash The Minotaur in the lower body with your *copper whip*, bruising the muscle and bruising the guts!
The Minotaur misses You!
You lash The Minotaur in the right upper arm with your *copper whip*, bruising the muscle!
Miner has left the martial trance.
You lash The Minotaur in the head with your *copper whip*, bruising the muscle and tearing the upper spine's nervous tissue!
The Minotaur misses You!
You lash The Minotaur in the head with your *copper whip*, bruising the muscle, jamming the skull through the brain and tearing the brain!
The Minotaur has been knocked unconscious!
Uzo Exuztudôsp Tosnak âxstut, Minotaur has been struck down.

I descend further into the domicile, finding a pair of steel gloves. In one bedroom, I find a startled cave fish woman, who has his head caved in as I

reflexively bring my iron shield down on her head. She drops her goblin-cap spear, which I notice is spattered with the ichor of a forgotten beast.

Spoiler (click to show/hide)

Backflowers was a cave fish woman born in 1093. She was of unknown parentage.

In the midspring of 1122, Backflowers struck down the forgotten beast Ngokaag Murkylittle with a goblin-cap spear in Crimsondepths.

In the early autumn of 1125, Backflowers was struck down by the dwarf necromancer Dishmab Northmaor, the Mute Saffron Soot with a iron shield in Crimsondepths.

Related Entities

(member)

One Kill

Ngokaag Murkylittle the forgotten beast, d. 1122

I hear the sound of falling water, which as everyone knows is very comforting to dwarves. Mesmerised I head toward it and find a spectacular waterfall in the main dining area. A shuffling noise alerts me that I am not alone. Forgotten beast!

A great stony four legged monster leaps from the shadows. Scattered around it are dwarves, dead or dying. I bring my shield up and leap at it. Its stony hide is tough but brittle, and soon cracks appear.

Spoiler (click to show/hide)

The Forgotten Beast has come! A great quadruped composed of alabaster. It has three broad horns and it has a gaunt appearance. Beware its poisonous sting!

You hack The Forgotten Beast in the upper body with your steel battle axe, fracturing it!

You scratch The Forgotten Beast in the head, fracturing it!

You hack The Forgotten Beast in the lower body with your steel battle axe, fracturing it!

You strike The Forgotten Beast in the upper body with your +«+iron shield+»+, fracturing it!

To be continued...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 16, 2013, 10:17:27 pm**

The stories of the Museum would make an awesome animated series! This is... kesperan - this is awesome!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **October 16, 2013, 10:59:50 pm**

Wait, is my guy not showing up in legends mode?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **October 17, 2013, 02:56:17 am**

I do have two complaints about the statistical list you posted, Kesperan: Bora is a human rather than a dwarf, and has killed at least one minotaur.

Love your story though. That cave fish woman you killed may have been the one that slew a forgotten beast in the caverns. She was friendly to me after that at the very least.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 17, 2013, 03:01:40 am**

Quote from: kesperan on October 16, 2013, 09:59:58 pm

That sounded to the young dwarf an excellent place to start. Dishmab had always kept himself to himself, and had never ventured more than a few hundred yards from home, so the sight that greeted him on the edge of town was new to him.

The site of some battle. Human and dwarf peasants lie scattered and dead. What could have happened here?

According to legends mode Sarvesh Worksound the Gloomy Hill of Crafts and his mighty undead army passed through Bowedrough in the year 1074. Many citizens were murdered, most of those were reanimated by the necromancer and joined his unholy army to fight battles elsewhere.

Quote from: evictedSaint on October 16, 2013, 10:59:50 pm

Wait, is my guy not showing up in legends mode?

That is odd. I decided to investigate and tried to visit your adventurer in Pointyfrenzies, where he should be retired. The game crashed immediately when I dropped out of fast-travel mode in the town of Pointyfrenzies. "failed to load nemesis unit" or something like that. I think that error pops up if a creature is somehow not loading properly. Probably the same thing prevents him from being loaded into legends mode. Your adventurer survived the most grievous battles and horrible wounds, only to be killed, in the end, by a bug...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 17, 2013, 08:10:20 am**

Quote from: Eric Blank on October 17, 2013, 02:56:17 am

I do have two complaints about the statistical list you posted, Kesperan: Bora is a human rather than a dwarf, and has killed at least one minotaur.

Love your story though. That cave fish woman you killed may have been the one that slew a forgotten beast in the caverns. She was friendly to me after that at the very least.

Eric - I must have gotten you partially confused with Pie Maker's mist thrall, he was the one who killed all the demons and he was a dwarf. I re-checked and you did indeed kill several minotaurs, night creatures and a roc. Updated the table.

Also added an image to the first part explaining about the cave fish woman, Backflowers.

EvictedSaint - your adventurer's arm is certainly at the museum, but there is no sign of you in legends mode. Anything you could add that would help fill in the blanks in the table would be great.

And finally, has anyone noticed that Logic Legendfinder died of old age at the ripe old age of 93, despite living most of his later years in a small room crammed with vampires, goblins and necromancers?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 17, 2013, 09:05:31 am**

Part 2 - Crimsondepths and beyond!

The beast is massive. Over 20 thousand urists in weight I would wager. It's thick stony carapace is studded with crossbow bolts, and it's alabaster claws are smeared with the blood of dwarves and goblins alike.

I leap at it from the side, and although its stony hide is thick it is brittle. Multiple cracks appear as I hack and bash at it. I smash it over and over, until with one perfect slice, I tear its stone head off. I thought about taking this memento to the museum but the head alone weighs over 2000 urists.

On the next level are beautiful glass-portalled bedrooms, finer than I have ever seen. In one lurks a giant feathered skink with mandibles. It undulates rhythmically. Beware its sting! It is only dimly aware of me as I chop its head off from behind. I butcher it and take its black head feather as a trophy.

Further down into the mountain hall I find the main forgeworks, an impressively large industrial endeavour, and find some splendid steel armour. However, I am not the only person attracted to the heat and smoke.

An enormous tarantula made of bronze lurks in the dark. Luckily it is too busy nesting on a forge to notice me. Perhaps it feasts on metal?

My steel axe can only dent it, I retreat with my life, if not my honour. I would need something sharper than steel to cause this beast damage, if such a metal did exist...

Further down I discover a pump stack pulsing with magma. I find an artefact quern, too heavy to carry. On the quern is an image of a piccolo in raw adamantine... another artefact of Crimsondepths... I must have it! I search high and low...

In the end I do not find the piccolo. I do find an artefact magnetite amulet, and leave the Crimsondepths behind. I discover to my disdain that the amulet is magically enchanted, and will not leave this place. Each time I grasp it, it reappears on the floor.

I scan the place for enemies. Only a beast of flame and a bronze tarantula remain, too tough for me to slay. I pass the dying dwarf as I exit. He tells me that a great goblin ambush nearly destroyed this place, and that their master is still out there. He also tasks me with slaying a great dragon. Dragon? I laugh at him. No dragon has been seen since the days of Logic Legendfinder. He pushes a ragged map into my hand, and rasps his last breath.

I scour the landscape around Crimsondepths, keen to avenge my fallen comrade. I eventually stumble upon the master and her entourage, Nil Lancedtoes. This beast was a were-lizard! I set about her companions, before choking her into submission. I sliced off her ears as trophies, before beheading her.

I consulted my map. My next destination is far to the north east. I plan to visit the fortress known as Luckystreams.

25th Limestone 1125

I come across a shrine. No titan is to be seen. A sharpened shale rock alludes to another adventurer's handiwork. This reminds me of the story of Stasbo Humorbury, fascinated with sharpening rocks, who dragged a titan scale half way across the world, if legend is to be believed.

Not far from the abandoned shrine, I happen upon a small dwarven city nestled in the mountains to the north east of Crimsondepths. They charged me with slaying a vampire in the catacombs, which I did with relish.

I must admit I feasted on his blood, but felt no effects. Vampires are rare in these parts, their curse is weak. I made my way east across mountain and desert.

Multiple times I was ambushed by kobolds, giant desert scorpions and giant cheetahs, all fell to my axe.

1st Sandstone 1125

I have arrived at my intended destination.

Luckystreams is impressive. Gleaming white walls with a gate over a babbling stream. Perhaps this is how it gained the name. Unfortunately, I can't seem to find a way in though. I will look around.

Aha! I discover a secret entrance. It leads to a precarious corridor filled with dismembered beasts and goblins. I must watch out for traps, luckily I spot several mechanisms indicating un-sprung traps, and gingerly avoid them. Several things catch my eye - a single voracious cave crawler tooth, and a masterwork copper bolt. I place them both in my pack as mementos.

I travelled around inside Luckystreams. It is a very nice place. Nice neat little rooms carved from white rock. Bronze was obviously the metal of choice, I do not find any better quality metal. Perhaps this place has been looted already by another brave adventurer.

This place is beautiful. Neatly mined out malechite veins became part of the architecture, an organically growing dwarven fortress!

I find many fine bronze items, but sadly despite the fine craftdwarfship I was loathe to part with my steel armour scavenged from Crimsondepths. I searched deeper to find the forges. Perhaps there was an artefact or a weapon, or at the very least a vile demon or beast to slay?

After a thorough inspection I find no sign of beast nor demon, nor any wondrous artefacts.

I find several levers which I presume must open the main gate, but I do not wish to open this place to goblins who would desecrate the fine architecture. I slip off the roof so as to leave the gate as I found it.

Perhaps my next dungeon will have some challenge. I have heard word of the temple of the First Anvil which lies further still to the east. Eerie tales of mad cults abound. A sinister and worthy place to find adventure and battle! It is on the way to my intended destination of Dinnerwandered. Onwards I trek alone.

As I leave, a soldier implores me to travel north east, and to slay a vampire in a human settlement not far from Luckystreams. I accept his quest.

2nd Sandstone 1125

I travel north east and reach the human town, Soaredhexes. Now I must find this vampire and slay him. A most unusual happening! I am leapt upon by a rabid cave fish woman. Without time to think I slice off her legs and she bleeds to death.

I stumble into the nearest building. It is clear I have just missed a fight. Half a dozen goblins lie panting and bleeding. In one corner, a triumphant butcher stands over the corpse of some dismembered creature. Could this be the vampire I was sent to defeat?

But this is not the only thing that catches my eye. Slumped against the near wall is what can only be a powerful dwarven adventurer, a jewel encrusted masterful steel mace still clutched in his grasp. I presume this hero was slain by the vampire but when I lift his helm, which is marked with the sigil of the Clasp of Waters, a Dwarven Civilisation, I see a female goblin face!

This is an odd town - goblins rallying under a dwarven banner. I take the mace and a few other well-crafted pieces. The dwarf-goblin needs them no longer. Stasost Hexanvil appears to be her name. I wonder what the history books would have to say about her...

(legends mode reveals that Soaredhexes was founded by goblins and conquered by dwarves. Stasost changed allegiances to the the dwarf civilisation. She was struck down by the vampire Kutsmob Wererules who it seems is still at large!)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 17, 2013, 10:05:36 am**

Amazing turn so far!

Quote from: kesperan on October 17, 2013, 08:10:20 am

And finally, has anyone noticed that Logic Legendfinder died of old age at the ripe old age of 93, despite living most of his later years in a small room crammed with vampires, goblins and necromancers?

And he died quite a while ago too, in the year 1112 (24 years ago). I never noticed. The death of Stasbo Humorbury (Sappho) was also new to me, she was murdered by Nil Swifttoast (Pie maker), this seems to have happened more recently and not while any of those characters were playing. Probably happened during Thesapper's accidental visit to the adventurers home.

Part 3 - The First Anvil

4th Sandstone 1125

I set of east across the massive Dune of Whims. Featureless for leagues around, it is a relief when I come across a river and can fill my water sack again. I am met with a curious sight. Three alligators are dragging a terrified camel into the river. I have no love for the hooved vermin but I figure I can practice my mace strikes. Alligator and camel steak for dinner!

The dune makes way to a small sliver of mountain, known as the Mountainous Finger, named presume as it looks like a scrawny stone finger. I stop to take shelter in a dwarven hamlet. I am not far now from the First Anvil.

The local stonemason regales me with tales of Combinelocks the Locks of Combinations. He tells a rumour of "Miner" Tautworked who, back in 1117, rose from the dead as a restless haunt. Sounds lovely. I've never met a ghost, could be worth a trip!

(so Combinelocks has ghosts in. My experience of these so far suggests they can punch limbs and heads off regardless of armour...)

A local farmer puts me up for the night and shares his plump helmets with me. I never thought I would miss this foul tough fungus, but after months of mystery meat it is a welcome change.

5th Sandstone 1125

I journey south east towards the First Anvil. The mountain steppe gives way to dense forest and steaming jungle, making travel tough going.

I ponder as I trek through the rainforest. I have heard strange things about the devout preachers of the First Anvil...

To make a forge needs an anvil... how did the first forge come to be? A gift from Armok they say, hewn from a single crystal of iron, pulled from the earth perfect and unblemished. Perhaps I will find some answers today.

On the edge of the forest is the muddy desert, and that is where I spy in the distance the gleaming marble walls of The First Anvil.

In a building to the east of the complex is a most unusual contraption - a minecart track. I have heard tales of the danger of these things – my father told me one poor soul had his own arm chopped off by his own sword travelling in one of those deathtraps. Perhaps I will leave it for now, and find another entrance.

Oh my.

The first dwarf I see is steaming with rage!
“Avatar of Armok” he bellows when I ask of him his name. Enraged at all enemies!
He is clad in glimmering blue armour of impossible beauty and craft, matched only by the gleam of fire in his eyes! Surely this must be adamantine, the godmetal? The tumbled whiskers of great Armok, fallen from the celestial sky as blue meteors to pierce Hell, mined by dwarves in the deep forgotten places of the world... I had thought it only legend!

His skin boils and erupts with nauseating sludge and rivulets of pus spurt from every pore. Such is his rage he will not talk with me. What has befallen this dwarf? Evil rain from above? The breath of some hideous ancient beast?

The void of this dwarf’s eyes tells me he has seen terrible things and I think of turning back, but if this sinister temple holds more of this sacred godmetal armour, I must risk my life to obtain it.

Nervously treading southwards, I come upon a trade depot stacked high with golden jewelry and crafts, and masterful armour, although none of the rare blue metal.

I take a gold earring and bracelet as mementoes. I approach a bridge over a small river which must lead into the fortress. I spot an alligator, no, three!

They do not attack. They shiver in terror, coated with nauseating sludge. What devilry is this?
I swim across the river, but to my horror I am coated in the sludge. All attempts to cleanse it from my body fail.

I feel a cold terror in my heart... what will this substance do to me? Am I too to become consumed with rage? I am almost too distracted to notice that the entrance road is paved entirely in gold... A multitude of weapon traps are spotted not too far in, betrayed by the glint of wonderfully crafted steel axes and swords - truly this place is brimming with wealth, but also danger.

With true fear I venture down the gilded stairs. My first sight is wonderful, gleaming gold statues, but my next is revolting and makes the vomit rise in my throat. The word WELCOME is spelled out in the great hall in the bones and rotting remains of my brethren. What sick cult has created this deathly house?

I take the left passage which opens out into what can only be a noble’s quarters. Pristine glass windows and fine equipment adorn the chambers. In one room I find a cache of fine steel armour, and quickly discard my old sludgy steel gear. It is finely wrought and fits me snugly.

I sneak out of the noble’s chamber and head west. I find a massive long room with a gold drawbridge barring access. Rows upon rows of levers extend the length of the room. I assume that one will open the door... but what will the others do? Flood the chamber, release magma, or demons? Or all three?

I explore the rest of the structure. It is eerily deserted. I pick up another fine steel shield and replace my trusty axe with a perfectly balanced masterful one, caked in the long dead gore of a score of enemies. The thought creeps upon me - I am going to have to get through this golden gate to proceed any further.

I try every possible combination I can think of, but to no avail. There must be another entrance.

I head back out to the front and discover a trap laden corridor. This leads down to a dank water filled corridor, the end of which terminates in stone stairs leading into the depths. I try to descend and water fills my lungs. Gasping and choking I flounder to the corridor, my breath in ragged gasps. Only something unliving could survive that, a vampire or necromancer.

I must be missing something.

I head back down into the more mundane parts of the fortress and try in desperation to find another hidden entranceway... I spot a door tucked behind a well but I cannot reach it, the well is snugly against the walls of the small room and I cannot budge it.

I must see what is beyond the blocked path. But I cannot do it while I still hold breath. This is what my life has boiled down to.

For a day and night I sit, locked in thought. The greatest warriors and adventurers eventually had to make a choice. Mortality grants joy, love, family and cherishment – growing old in the embrace of loved ones. But to ascend to greatness, sacrifice leads to unimaginable power. The great Bora, Nil, Kaslun and many others... all sacrificed their mortality to become something more, and something less.

To become a true legend, I must shed myself of my frailty, my mortality. I have made my choice. I must become eternal. Drinking vampire blood has done nothing. I must find the evil tower of a necromancer, and steal from them the secrets of life and death. Thumbing my bloodstained crude map I spot a tower many miles to the south. This must be where my path leads.

With renewed urgency, I stride out determinedly. I stride for days. A bogeyman ambush does nothing but fuel my fire.

Spoiler (click to show/hide)

The Bogeyman misses You!
You bite The Bogeyman in the head, tearing the muscle!
You latch on firmly!
The Bogeyman misses You!
You shake The Bogeyman around by the head and the severed part sails off in an arc!
The head is ripped away and remains in Your grip!
The Bogeyman has been struck down.
The cackling fades away.

I stop off at a hamlet called Netcombat for a rest.

7th Sandstone 1125

On my journey south, I am ambushed by a human mummy. It gestures, and something in my backpack fidgets. The mummy has reanimated my forgotten beast feather! It brushes me ineffectually. Unfortunately, I can it strike it down - attacks glance from it, or pass through. I am fortunate the mummy does not curse me, and although he is strong, he is slow, and my keen new axe separates his head from his shoulders. Sadly I have to leave the undead feather behind.

The necromancer tower still stands tall and imposing on the horizon, far to the south. I must keep going. I travel for two days and nights through this blasted land of undeath and terror. I encounter a terrifying spectacle - a jeweller mummy locked in a three way battle with a bloated beast and a wombat corpse. I take on all three and live, cleaning their filth from my axe and mace.

I finally leave the haunted plains and arrive at the tower. I sneak to the entrance and peer inside; it is teeming with the writhing undead. I shout, and I goad the necromancers to leave their keep and I lead them on a merry dance. Isolated and alone, they are weak, and I dispatch them one by one. Without their masters to reanimate them, cleaving through hordes of undead is too easy. My steel battle axe is coated in ancient congealed gore and bone dust.

I creep to the second level and find on a plinth a book named "Death: The Definitive Guide" - this looks like what I want. Reading it I feel a cold power purge my soul, and I am filled with forbidden knowledge. The secrets of the First Anvil will not be kept from me. I carefully wrap the book of forbidden knowledge, and stow it in my pack. I dump the remaining meat, water and berries I have. I will have no need of them anymore.

With renewed vigour I head north, the terrifying undead lands hold no fear for me now.

I no longer need sleep, the days seem less important. I almost lose count of the passing of time. I narrowly avoid being engulfed in a cloud of cursed smoke as I pass through the haunted badlands. Dusting myself, I must remember that I am not invincible. Not yet.

11th Sandstone 1125

I arrive back at the First Anvil, more powerful than I have ever been, as night falls.I will know the secrets of this place.

On arriving at the entrance, I see an enraged recruit butchering a human merchant. He has the same look of utter rage on his face as the Avatar of Armok. He sees me and begins chasing in shambling strides, but I am faster now. I lose him in the murky halls at the entrance of the temple. What is the curse of this place?

[Spoiler \(click to show/hide\)](#)



I stride to where I could not proceed before, past the heavily trapped corridor. I slosh through the watery corridor, now stained with orange nauseating sludge. I swim down the stairwell, water swirling above me and flowing into my unliving lungs. I grin, and open the doorway I find at the bottom. Immediately I am buffeted as the water above me whooshes through the door taking me with it. I stumble and fall down a dwarf-carved chasm, ending in a sodden heap. Luckily my steel armour saves me from damage and I manage to scramble to my feet.

I crawl slowly up the winding pathway from the foot of the chasm, noting pressure plates and all manner of traps. Someone made this place very difficult to get into for a reason.

I make it back up to the level with the water door and head through a doorway. Immediately I find myself in a room with a narrow winding walk way over an inky black abyss. Luckily I spot the first trap as a silver warhammer nearly pulverises my head. I gingerly make my way through the precarious trap-laden pathway noticing the craftsmanship of these devices of death - masterwork steel and silver crafts!

At the end of the corridor is a doorway and I find my way in a room. Glittering to either side are golden crafts of the highest quality. I am reticent... as with everything in this place I suspect danger
Engraved in the floor is a single word - GREED. In the end I cannot help myself and take a ring and crown. No traps that I can see are triggered. I wait for a moment, then press on.
Through the next bulkhead I find myself in a watery labyrinth. I struggle to find an exit, before spotting a concealed staircase. This leads to the hidden door behind the well, not further into the fort as I had. I surmise this must be an access shaft for whatever demented genius built this place.

I retrace my steps - the trapped chasm next to the watery cavern must have another exit.
At the bottom of the chasm is indeed another splendid golden door, and following the path, I come out into a massive cavern paved with gold and marble.

Gold walls and doors gleam and flicker in the halflight. I am truly speechless. Surely this is the hall of the First Anvil.

I must find this anvil, and find the gleaming blue armour blessed by Armok. Nagging at the back of my head is the fact that I haven't seen a living soul since descending into this place, and perhaps the fate of the two crazed individuals on the surface will soon be mine.

My fears are heightened when I find the mutilated remains of three dwarves not far from that cavern entrance. What killed these dwarves?

I hear no sounds, nor sign of battle. No demons, or goblins. The corpses are torn limb from limb and coated in pus. What creature has done this? I move further north into the massive gold bedecked cavern, every so often seeing the remains of some mutilated pus-ridden dwarf corpses. Something terrible happened here.

As I explore further, each sight I see is more marvellous or terrifying than the last. A hospital with silver walls, quarters constructed from fine metals, all engraved with a master's touch.

I find stairs to another level, more brilliant than the last, and find exquisitely crafted giant cave spider cloaks and socks to replace my ragged ones. I travel further south along this great hewn cavern and discover a moat of molten magma... Armok's blood! I must be close to the seat of the forgemasters, the anointed ones of Armok.

In the long abandoned forges, I find it! Armour made of the blue god-metal, adamantine! I gingerly try it on, and it fits perfectly. I find also a short blade of the stuff, finely balanced and light as a feather, and respectfully lay my steel short blade, caked in the blood of a dozen foes, to the ground.

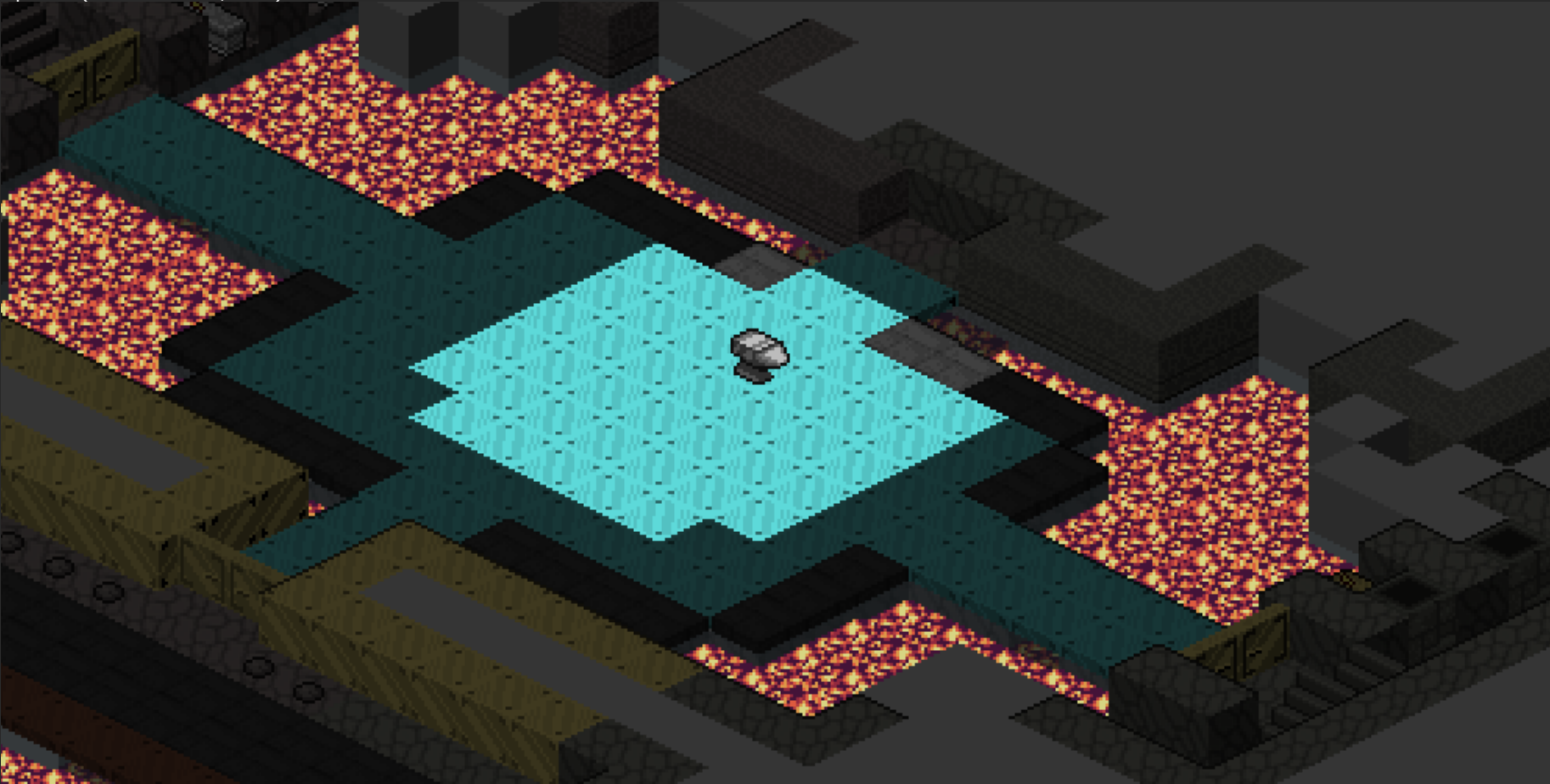
North east of the forges is some kind of shrine. Surely not? A whole statue of adamantine! The floor paved with the stuff, golden walls, a moat of magma... What treasures inside?

I find an adamantine chest, and it is light in my hands. I put all my gathered trophies in it, and it fits snugly in my backpack. I find a full set of masterwork engraved adamantine armour, and lay my tattered equipment on the floor. I am about to leave, when I spot it. A pale blue battle axe the likes of which I have never seen, and never shall. I leave the shrine and head north-west, following the molten moat.

Entering a locked gold door I encounter an amazing sight - A floor of adamantine atop which sits a masterwork steel anvil. No tooling marks, no blemishes. No sign that this miraculous anvil has been touched by the hand of dwarf.

Surely this is the First Anvil?

[Spoiler](#) (click to show/hide)



Behind it rising ten storeys high is an enormous statue of an anvil, hewn from the living rock and bathed with the glow of magma. In alcoves to either side, sarcophagi contain the preachers of the First Anvil. Truly it is a breath-taking sight, and I am awestruck. I kneel in reverence.

I bow and pay my respects, and decide to leave, before I can find whatever denizen of this place caused so much carnage, and pus...

I leave how I came in, the water rushing into my lungs. This treasure was worth undeath.
The recruit I saw dismembering a human trader has calmed somewhat. He stands soaked in gore amongst a sea of stone blocks.

On closer inspection, his adamantine blade is caked with dwarven blood. Perhaps it was not some horrific beast, but greed and insanity and despair which wiped out this place. This doesn't explain the pus or the sludge... quicker I am away from here the better.

[Spoiler](#) (click to show/hide)

This is a masterfu adamantine short sword created by Shem Oltarilid

Fourteen Notable Kills

Dybar Portalscales the dwarf b 1031 d 1115
Bambul Roofcircled the dwarf b 1051 d 1115
Shem Giltruled the dwarf b 1025 d 1115
Catten Bridgefaints the dwarf b 1035 d 1115
Alth Cloistermirrored the dwarf b 1056 d 1115
Reg Orbworshipped the dwarf b 1062 d 1115
Mafol Matchedtrade the dwarf b 1051 d 1115
Kib Shipbalance the dwarf b 1043 d 1115
zum Glazecircled the dwarf b 1103 d 1115
Yutok Mirrorblew the dwarf b 1035 d 1115
Rovod Roughhot the dwarf b 1053 d 1115
Lr Mineroots the dwarf b 1111 d 1115
Degal Cloisteryouths the dwarf b 1046 d 1115
Bolli Rayswatched the human b 1085 d 1125

Seven Other Kills

One cat (🐱) in The First Anvil
One blue peahen (🐓) in The First Anvil
One rooster (🐓) in The First Anvil
Two doe rabbits (🐰) in The First Anvil
One turkey hen (🐓) in The First Anvil
One sow (🐷) in The First Anvil

Slayer

ston Leangem the Elevated Leader the dwarf b 1028 twenty-one kills

The last entry is the merchant I saw him butchering as I re-entered...

I slip quietly into the night, clad in adamantine and hefting a masterwork admantine axe. I pluck a hair from my beard and swing the axe through the air – the hair is bisected in twain lengthwise, and tumbles to the ground. The edge of this blade is sharp enough to split reality. A fine prize. I call it Widowmaker.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Cynm** on **October 18, 2013, 02:50:47 pm**

I've been really enjoying this thread, if turns are still open I would certainly like one.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Niyazov** on **October 18, 2013, 11:44:43 pm**

after all that, you didn't take the anvil?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 19, 2013, 09:58:51 am**

Quote from: Niyazov on October 18, 2013, 11:44:43 pm

after all that, you didn't take the anvil?

Nope. Firstly it would have been way too heavy, and secondly I didn't want to ruin it for other explorers.

Hopefully get the next part written up today. Still got loads of adventures to tell...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Tehsapper** on **October 19, 2013, 12:58:03 pm**

Congratulations on finding your way into First Anvil! Well, sorry for not replying to your question because you've already found the answer when I've received it and I didn't want to spoil the rest of fun for you.

What happened to the Avatar of Armok? I recall that I've locked him down in that shrine, so he was supposed to be the 'last boss' you have to defeat, so he should've stayed here, but maybe the game ignores locked doors. Same with the recruit berserk. Sadly I didn't manage to make all the traps and systems I wanted to, because I already was running out of time (so the GREED room isn't trapped, the lock system that opens the golden bridge works, but it has no water because I'm not good with water mechanisms and the contraption didn't work and I had no time to fix it, and I indeed fucked up with that secret well. And flushing room is absent as well). Hope that at least those standard traps were entertaining.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **October 19, 2013, 01:19:18 pm**

Nice adventure Kesperan; your literature is amazing!

The character table is a lovely addition to The Museum; maybe Bralbaard can post/link it in the OP? However, I have noticed a small error: you appear to have written down TehSapper's character and forum names twice, the second time being where the next player's should be (that is, the one with the title "the Lavender Flag").

Also, has anyone tried to become a vampire using the blood I donated to the museum during my turn several months ago? I tested it in my own save and it appears to work fine after being mixed with water.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 19, 2013, 05:16:16 pm**

Quote from: Tehsapper on October 19, 2013, 12:58:03 pm

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The fortress was very entertaining and challenging. I got frustrated by all the levers and everything else but the water trap was a real bugger.

The Avatar was just chilling out up topside with a flashing red ! indicating he was enraged. He didn't attack me on sight. When you abandon a fort, it scatters creatures, so even if you have a chained up vampire, he could be anywhere (or could leave the site). I did get chased by the mad recruit but managed to leave him for the next poor dwarf that decides to loot the place.

Quote from: Atomic Chicken on October 19, 2013, 01:19:18 pm

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Also, has anyone tried to become a vampire using the blood I donated to the museum during my turn several months ago? I tested it in my own save and it appears to work fine after being mixed with water.

Thanks! I wouldn't call it amazing though! I have pages of short notes I took in a wee txt file which I am trying to use to jog my memory, and then flesh them out a bit. That's why it is taking so long to get the report up.

I'll try to fix the table. I originally made a txt file version wondering if I could import it as a spreadsheet or something, in the end I had to make a clunky html code table with a lot of copy/pasting, so if anyone spots any other errors, let me know so I can fix them. As for sticking it, I could send Bralbaard the txt file which he could use to remake the list on the first page of the topic if that would be helpful?

As regards the vampire blood, the only two vampires so far are yourself Thel Indigozephyrs and Eric Blank's character Bora Ragedance. By the time I arrived at Dinnerwandered I was already pretty powerful and a few characters end up meeting sticky ends (but that is a story still to come!) so I didn't attempt to drink it... might do next time though if my guy is still alive!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 19, 2013, 07:46:24 pm**

Part 4: Of Minotaurs, Dragons and Bogeymen.

13th Sandstone 1125

Looking at my map, I ponder my next step. The dragon I was warned about has his lair far the the south east, so that is where I head. Surely this great wyrm will be a fitting opponent for one such as I.

I have not travelled far before I am ambushed by an undead wolf. It takes one look at me, confused, and then flees. A little further along I am harassed by bogeymen, who get caught up in a pack of kangaroos. I wade in, hacking indiscriminately. Kangaroo limbs and bogeymen heads litter the woodland.

15th Sandstone 1125

Travelling south east, I am returning to the grasslands where I first set out on my journey. I come across a cluster of minotaur labyrinths, side by side. I wonder if these have been cleared out by long-dead adventurers, and reason there is only one way to find out.

I enter the first and quickly confront the minotaur. His keen eyes see through my stealth, and in one great bound he lunges at me. I have an idea about how I might obtain a great trophy...

I unsheathe the masterwork copper war hammer I took from Luckystream, and in a blur of metal, strike his hand, chipping the bone. He whimpers like a child, and falls unconscious through pain. Drawing my adamantine axe, I deftly de-horn him, and punch his head in.

[Spoiler](#) (click to show/hide)

```
The Minotaur strikes at You but the shot is blocked!
The Minotaur attacks You but You scramble away!
You bash The Minotaur in the right upper arm with your ¤copper war
hammer¤, chipping the bone!
The Minotaur misses You!
The Minotaur misses You!
You bash The Minotaur in the right hand with your ¤copper war hammer¤,
chipping the bone!
The Minotaur gives in to pain.
The Minotaur falls over.
You hack The Minotaur in the right horn with your ¤adamantine battle axe¤
and the severed part sails off in an arc!
You hack The Minotaur in the left horn with your ¤adamantine battle axe¤
and the severed part sails off in an arc!
You stand up.
You punch The Minotaur in the head with your left hand, bruising the
muscle and tearing the upper spine's nervous tissue!
You punch The Minotaur in the head with your left hand, bruising the
muscle and tearing apart the upper spine's nervous tissue!
You punch The Minotaur in the head with your right hand, bruising the
muscle, jamming the skull through the brain and tearing the brain!
Esmin Pestratoxut Rogondunem, Minotaur has been struck down.
```

I use my newfound necromantic powers to raise him, though sadly he does not wish to follow on my adventures, ashamed at not having horns. I leave him here, wailing at his misfortune.

In the next labyrinth, the minotaur puts up even less of a fight, a single axeblow to the neck sending it crashing. The third lair reveals a particularly cowardly minotaur, who flees after I part him from his left hand. I follow the trail of blood and finish him off by biting his throat out.

The next lair I find is home to a deceased night freak. The wounds on the decaying flesh match the scimitar that Bora Ragedance was known to use. I gesture, and the headless creature shudders to life. I will leave it here as a worthy foe for the adventurers who walk this land after I am gone. Most bizarrely, as I leave the lair, a human mummy rushes towards me, introducing herself as Ado Necroleaf. Perplexed, I bid her good day. I carry on past these lairs, south easterly to the dragon I am sworn to slay.

I pass an eerie volcano with screeching nightwings flying above. The dragon's lair is not far now, deep in this blasted land. In the Dune of Trapping, not far from the volcano, a nightwing swoops upon me. I am surprised that it does not recoil from the aura of undeath like the wolf did days earlier, but defend myself as it surges at me, razor teeth chattering.

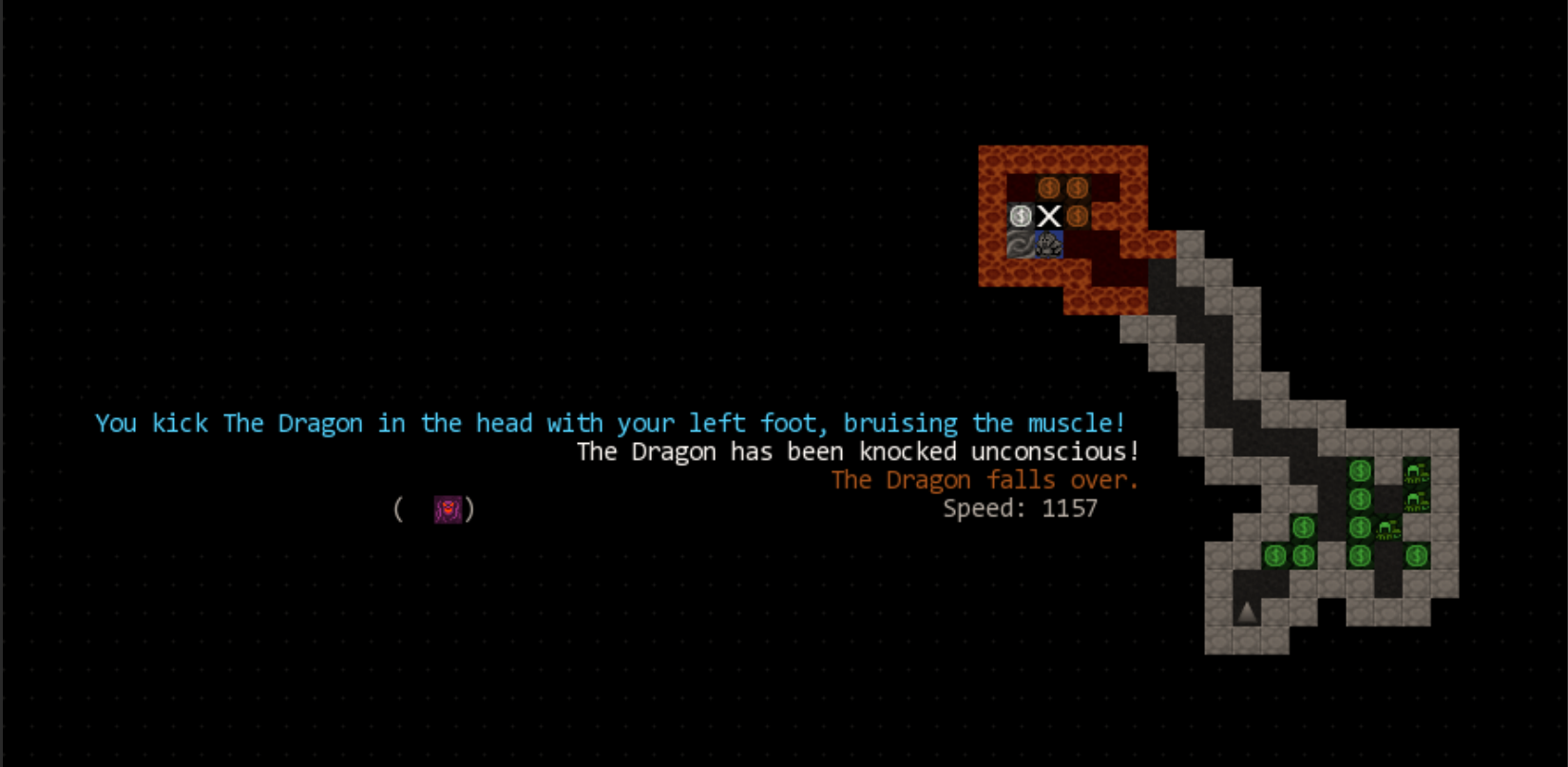
It is quick but I am quicker, dancing and trading blows with me, until my axe finds it neck. It is a foul creature with stretched leathery wings and the emaciated body of a scavenger. I take its leering jackal head in my pack.

It is nightfall as I close upon the dragon's lair. Clouds of devilish ash wash across the barren plains and nighwings screech. The stench of death clings to this place.

I sneak into the dragon's lair. A huge male drake lies asleep in the corner of the room, each breathe snorting plumes of acrid smoke that sting my eyes. Coins and crafts from a dozen civilisations litter the floor.

I leap upon the unaware dragon and strike it with my axe, rending a deep gash in its belly and spilling its hot guts. I follow this with a neat roundhouse kick to the head and the dragon slumps over, unconscious.

[Spoiler](#) (click to show/hide)



I shake my head. Is there no creature a match for me anymore? I slice off its prized eye teeth, and lop off his head with a clean finishing blow. Spurts of dragon blood coat my blade and splash the walls. It is then I notice that the dragon is coated in some heinous orange sludge. I sincerely hope this does not cause any ill effects.

I must now start to head to the north east of the continent, where the fabled museum rests.
I am sure there will be more adventures on the way!

I stop off at the hamlet of Scarsacks to announce the death of the dragon. The dwarves there cower in terror at the adamantine-clad dwarf necromancer, dripping heinous sludge and dragon blood, and bar their doors. Grunting at their small-mindedness, I head eastwards. Dinnerwandered lies far to the North East and there are many more dwarven strongholds on the way.

17th Sandstone 1125

I arrive at a mountain titan shrine in the middle of a sparse undead forest. Everything drips with foul ooze, it rains from the sky. The reanimated corpses of its victims assail the winged flatworm. After slicing off its wings, I silence it with an axe to the face. I really hope all this foul rain washes off.

A short travel later, I arrive at a dwarven mountain hall, the name according to my map is Dashedstake, but I see no grand entrance or shining battlements. Debris scatters the marsh, foul ooze rains from the sky, and corpses shuffle. What madman would found a city here?

A horse skeleton eyes me mournfully and I spot a long abandoned wagon, still brimming with supplies. I sip a keg of dwarven ale, fortunately unspoiled by the nefarious weather. It doesn't appear the dwarves lasted long enough to disembark their wagon.

I wipe the foul ooze from my face. A dog skeleton shuffles in the distance. These poor dwarves didn't stand a chance.

After a few hours of searching I do uncover a hastily dug tunnel in the clay, leading to a sparse room.
A llama wool cloak is the only sign a dwarf ever sat foot here.

I leave an adamantite scepter and a few weapons I have no use for any more. Perhaps another warrior might need these items to fight the undead.

I leave this dead place and travel north east, slowly making my way to Dinnerwandered.
A short trek north east is a Roc lair, the beast is barely aware of my approach before I behead it. It has no treasure to speak of, a single silver coin which I leave in the dirt.
Consulting my stained and weather-beaten map, it appears Northevil and Deathtraps shall be my next adventure.

18th Sandstone 1125

The haunted steppe makes way to barren badlands and I am thankful to be rid of the foul ooze. Desert spans out before me, and to the far north-east, the dwarven city of Northevil.

As I approach the site, I slam into a wall of invisible energy, time slowing down to a halt. Each step takes an age. Sighing, I realise I cannot go any further. I have heard of this phenomenon before - Northevil is lost to the sands of time.

(FPS death at Northevil for any adventurers planning to visit there again...)

I travel eastwards, hopeful that perhaps Deathtraps will be easier to navigate. I approach a goblin bandit camp. They seem surprisingly happy to see me, and we chat for a while before I head off. They have no equipment or supplies of use to me.

The next goblin camp is ransacked, I assume by some previous adventure. I animate a goblin skeleton for company. He isn't terribly chatty.

19th Sandstone 1125

Somewhat predictably, goblin skeletons cannot swim. My little thrall and I part company.

It is not long before I discover Deathtraps. It appears to be constructed beneath a great volcano. I find little evidence of civilization. No dwarves appear to remain here.

I spot a goblin huntress, Em Gozruetkruk, clearly the leader of some forgotten siege. Again I am surprised when she greets me warmly. She tells me her son is a general. We tussle for a while, and I split her skull.

I find a nondescript entrance tunnel which opens out into the volcano caldera. I inch along the precarious bridge and make my way into the fortress.

Spoiler (click to show/hide)

Spoiler (click to show/hide)

upper body
lower body
head
right upper arm
left upper arm
right lower arm
left lower arm
right hand
left hand
right upper leg
left upper leg
right lower leg
left lower leg
right foot
left foot
right eye
nose
left shoulder
left cheek
left eyelid

To be continued...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Krevsin** on **October 20, 2013, 12:41:37 am**

Ah crap, I missed my turn. Probably for the best, given my current schedule.

Anyway, great job on your turn, kesperan!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 20, 2013, 02:07:09 am**

You haven't missed your turn yet, feel free to start.

I was planning to ask if I could post a link to Kesperans table after he posted the final version, so it's good to know it can be included. I would prefer to include it as a link rather than replacing the existing turn list;
Updating it would be a lot of work and I already have a lot of maps, lists and overviews to update. also I don't know if the html code counts towards the character limit. If it does I'm likely already close. The table is absolutely amazing, I have a soft spot for statistics and numbers like that.

I' ll add the new players to the list later today. It should be noted that those turns will likely arive after the new DF version is out.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **NAV** on **October 20, 2013, 02:42:57 am**

My fortress Dashedstakes doesn't even deserve an image :'(

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 20, 2013, 08:29:59 am**

Quote from: NAV on October 20, 2013, 02:42:57 am
My fortress Dashedstakes doesn't even deserve an image :'(

It probably does deserve an image, but Kesperan doesn't post that many images, his writing makes up for it though :-). Anyhow with the goods Kesperan dropped, Dashedstakes may very well see some return visitors in the future.

Krevsin send me a PM. He advised us to skip him, so that makes it Timeless Bob's turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 21, 2013, 12:02:30 am**

I have the save and will be working on my turn. The world is certainly becoming an interesting place!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 22, 2013, 09:19:27 am**

Part 5: The End?

21st Sandstone 1125

I open my eyes to the warm sun shining on the horizon. I lift my left arm and I can feel the bone has knitted well. I have miraculously healed a horrific fracture. My nose will never be the same. I grasp my fallen shields and dust myself off.

I consult my map for nearby lairs on my way to my next destination. I am on the outskirts of a great evil grassland. I travel north, passing a cave entrance and enter a small abandoned keep. I might retire here I ponder.

Forging northwards the grass gives way to evil purple eye stalks and revolting pulsing weeds. I spot a lumbering zombie ogre and attack it. Even bisecting it does not stop it, crawling relentless towards me. I have to hack it into pieces before its remains stop writhing.

I find a lair with another of these hulks, and I have to reduce it into messy flesh before it stops moving, and no sooner has it fallen, it groans then twitches back into unlife. This is perhaps one of the most horrible places I have visited.

Clouds of eerie ash drift over the grotesque landscape. Creatures caught in it are wracked with pain and begin vomiting black fluid. Soon it is dark and I cannot see where I am going. As much as I do not wish to stay here, I find a hollow and I rest until light.

I am awoken with a start... a goblin ambush! I grin in amusement as I realise these poor goblins have bitten off more than they can chew - as they advance upon me a pack of giant zombie dingoes leap upon them, tearing them limb from limb. Their gurgling screams make me chuckle. The dingoes eye me blankly, then return to gnawing on the warm goblin remains.

I advance westward to a lair, and spot a curious thing... scorched earth and ashes, and the enormous corpse of some demonic creature, its horned head a cloven ruin. I ponder this for a moment, how could a demon make it this far to the surface? Clearly this demon was struck down by some hero, the blackened earth testament to an old battle. I spot a sinister eerie mist cloud on the horizon and decide to leave this place., pushing onwards to Tongsrace to the west. Gods only know what that mist could do to a dwarf...

Spoiler (click to show/hide)



23rd Sandstone 1125

I head north-west to Tongsrace - I have heard tales of the demons and beasts that roam there, and perhaps I can find a challenging battle. Sadly on arriving at the outskirts of the fort, I find that it too has fallen to the fates of the temporal anomaly, and I cannot penetrate its depths.

(Tongsrace inaccessible due to massive FPS death)

The next destination on my tattered old map is not far from here - I head eastward, to Islandpaddle, across the massive Systemic Desert.

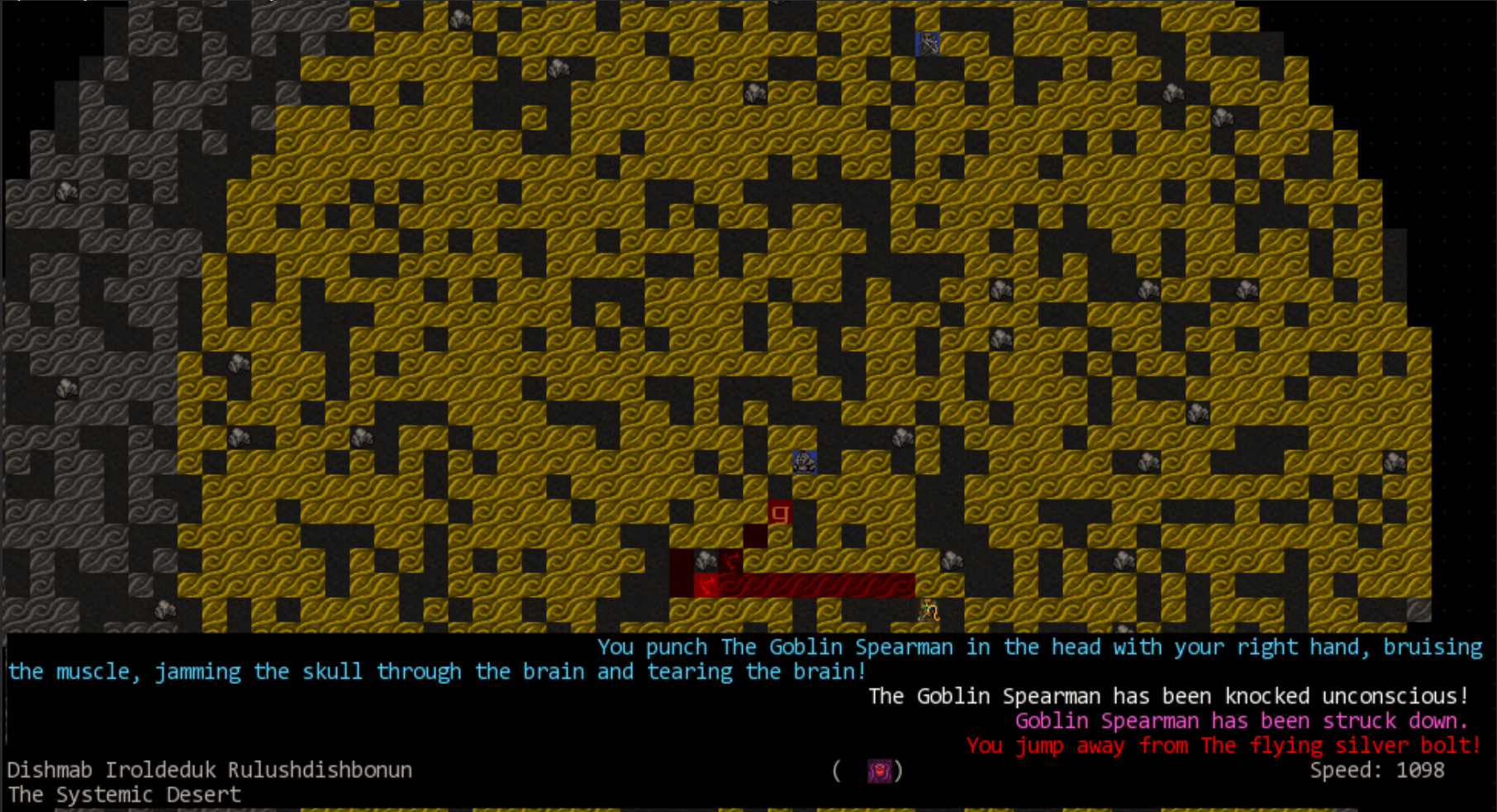
Arriving at the haunted mountain terrain of Islandpaddle, I discover discarded clothing lies haphazardly around the site, which seems to be carved into a volcano. The skeleton of a long dead dwarven soldier shudders into unlife, animated by this evil gloomy place, but is not terribly talkative. I also find a reanimated goblin, his corpse twisted by multiple wounds.

Pressing into the fort, I enter a large room carved around the bubbling volcano. I shatter the dwarf skeleton and throw the parts into the volcano, along with the zombie goblin. Returning to the magma is a more fitting end for a proud dwarven soldier than to shamble around a long forgotten fort in a mockery of his once noble patrol. I soon discover that, aside from this massive chamber, the dwarves of Islandpaddle have left no further sign of their intentions. Finding no treasure or battle her, I quickly move on, heading north-west.

24th Sandstone 1125

I head north-west towards the next Mountainhall on my crude map, Crystaltombs. Haunted mountains make way to the sprawling Systemic Desert. On the way I am ambushed by goblins, who I gleefully dismember. Their master fires crossbow bolts at me as I stride towards him...

[Spoiler](#) (click to show/hide)



I arrive at Crystaltombs at day break, spying a squat low square building in the distance. I pause and chat with a lone woodworker. He tells me a vampire still stalks the halls.

I climb to the top level of the above-ground compound, and slip inside through a hatch on the roof. The first things that I see are the corpses of a hundred creatures are piled high. Elves, humans, dwarves, goblins, kobolds, even an elephant met their end here. All appear of varying ages, suggesting to me that this is not where they originally died – some zombie army perhaps animated by a local necromancer to assail this bastion?

I stop to admire my surroundings. The fortress architecture is pleasing - geometric symmetry and ramps instead of stairs. My dwarven eye for detail appreciates the beauty of this place. Heading down the ramp, I almost bump into a forgotten beast, a huge four-legged construct of carnelian. Beware its deadly webs! Thinking fast, I hack at it with my axe, splitting it into several chunks of unliving stone before it has a chance to encase me in constricting webs.

I travel further into the fortress, and enter a room filled with the corpses of dogs and the sound of dripping water. One half of this level partially flooded, so I waded forward. Without warning, I am washed by treacherous currents deeper into the fort, until the water thins out and I can walk once more. Gods only know how I will get back up to the entrance!

This underground level seems to be the residential complex. Fine engravings line the walls, including one of a goblin being reanimated by a human necromancer. This might explain the great piles of corpses at the entrance. Amongst the sounds of the water streaming through this flooded subterranean fortress I hear something slithering... I am not alone down here.

Inside a great dining hall I find a dwarf, who introduces himself as Shorast Regtulon, the manager. The manager is uninterested by my tales of slaughtering the carnelian quadruped and equally unmoved by my offer to join him. His job his here, he tells me. I mention that his home is dank, flooded, and infested with hellish beasts, to which he only grins madly.

To the south I find what was probably some sort of animal repository or food processing area. Corpses of jaguars and turkey hens litter the floor. Cowering in the corner of one cage I spot the shivering terrified form of a tame chipmunk, alone amongst all this death. I scoop him into my pack.

I stumble forward in the darkness, I again hear shuffling and wet fleshy sounds... there are beasts here. I lose my concentration for a moment and before I know it, I lose my footing and am again washed down a level by a surge of water. Curse the architect of this forgotten place! I am washed round a corner and into the twisted face of a fleshy quadruped. Reflexively, I bring up my axe and in a fluke strike, split the beast in two lengthwise, the two perfect halves drop to the watery floor in a splash.

There are more beasts down here lurking in the dark. Each level follows the same basic layout round a central hub of ramps, made treacherous by the still-flowing aqueduct above. The next forgotten beast I chance upon sloshing about in the stagnant water, is a great monster formed of clear glass, with web-spinning mandibles. It is incredibly brittle, and a razor sharp slash from my axe neatly cleaves off its crystal head.

The next beast is shambling around in an ammo stockpile, a foul blob of vomit held together by some sinewy carapace. I have no desire to get close to this foul malodorous monstrosity and a demented idea crosses my mind! I pluck the shivering chipmunk from my pack and heft it at the shambling vomit-beast the chipmunk at it, denting it. As the beast staggers, confused, I hurl my axe at it, breaking away the tissue. The beast collapses in a nauseating heap, whatever inner anima which held it together dispelled.

[Spoiler](#) (click to show/hide)

The spinning live chipmunk strikes The Forgotten Beast in the body, fracturing it!

I forge on to the deeper levels, now almost completely flooded. I find a sauropod with mandibles, and hack it down. After several deep strikes severing bone and tendon, the final decapitation is clean. I head ever deeper into the watery abyss, down another five or six identical uninhabited levels, waist high stagnant water splashing as I walk.

I encounter yet more hideous beasts! Truly this watery hell is infested with all manner of twisted creations. A humanoid composed of water is punched in half. I pick up its "water laced with water, water, water, water, water and water" and stow it in my pack as a trophy.

An enormous lidless llama with a fat bulging trunk puts up a bit of a fight until I slice off its trunk, and then head. I place the trunk in my pack, now filling with grisly mementoes.

A hideous winged lobster spewing gas confronts me next. Toying with it and avoiding its deadly claws, I hack off various limbs before scratching its brain. Its clattering legs curl up and it stops moving. An enormous three-eyed finch with an undulating trunk greets me on the level below. It is struck down in a single blow to the head.

The fortress is more unfinished here, losing some of the clean geometry of the levels above. Sprawling east of where I stand is the start of an abandoned silver mine. I hike to the next level down, and here the ramps stop. A single downward stairway is carved into the middle of the room. Moving down through waterlogged stairs, I follow a winding passage which opens out into a vast underground cavern. I have found the cave system that traverses the Systemic Desert!

I search around the cavern entrance, wary of travelling too far and losing my bearings. The only things I can find in the vicinity of the entrance is a curious undead goblin arm (its owner nowhere to be find), which I kick into the depths, and some kind of giant undulating giant insect, which I easily behead.

Satisfied that I have cleared this place of the foul beasts which roamed the dark corridors, I begin the long ascent to the top of the fortress, happy that I have slain every twisted creature in this flooded place. I have found no treasure but added to my macabre collection of trophies.

The journey against the prevailing flow of water proves very difficult. Countless times I am pressed back by the relentless flow, sometimes tumbling several floors in the darkness, my armour shielding me from serious harm. Eventually, after hours of cautious progress, I make it to the surface.

As I trek away from this site, I spot on the horizon the necromancer tower which I presume to be responsible for the hordes of zombie corpses piled at the entrance to Crystaltombs. I decide I might pay them a visit.

24th Sandstone 1125

The journey to the necromancer tower is brief. I arrive and enter unmolested. Finding the necromancers deep in discussion about their various tomes, I regale them with my tales of beasts and dungeons. Recognising a fellow master of death, the necromancers are keen to mount an assault on the lands of the living. I decide now is as good a time as any to test the limits of my necromantic powers. A human and cave fish man agree to join me and carve a swathe to the Grim Hills.

Checking my map I see that this area surrounds Dinnerwandered to the east, the realm of the Curse of Mites – an unforgiving and lawless land teeming with goblins and bandits.

It is not far before we come across a nomadic goblin camp in the desert. We three descend upon them, slaughtering them wholesale. Under the encouragement of the veteran deathlords, I raise my first zmobie army. Our host shambles north-east into the heart of goblin territory, laying waste to goblin and human bandit camps, each time our numbers swelling with the ranks of the freshly dead. My zombies descend upon a grotesque harpy and pulverise its body. I gesture and raise its shattered corpse. It screeches and takes to the air, scouting the horizon for our next targets.

My undead horde now numbers over eighty. I have not travelled far west towards through the Grim Hills when I am stopped by an enormous force of goblins, a hastily gathered militia designed to halt our inexorable advance.

Fully forty goblins of the Curse of Mites stand before me; I see a dozen spear-goblins and many more wielding crude crossbows. This putrid land, raining pink pungent mucus and circled by harpies, forsaken though it may be, is their territory, and they are prepared to die defending it.

I bellow a charge and thunder into the melee.

Ten short minutes later and I stand over the cowering form of the sole remaining goblin, soaked in the gore of a score of his slain kin. I heft my axe at his cowering form and bisect him cleanly. Surveying the horror, I see my horde lie scattered and broken, proving no match for the rain of silver bolts from the crossbows of our enemy. The battlefield is a horrific bloody scene. Truly I have made the goblins fear me.

[Spoiler](#) (click to show/hide)



I feel I have made a name for myself in this world, and I feel it is time to follow in the footsteps of the greatest heroes in the world and make the journey west to the fabled museum of Dinnerwandered.

26th Sandstone 1125

I arrive at Dinnerwandered at dawn. Commanding the skyline is a great pinnacle piercing the sky - the Tower of Seers. I explore this famous landmark and find it is deserted and littered with corpses, though I find no beasts, nor demons to slay. At the foot of the tower I leave my book – “Death: The Definitive Guide.” I think to myself that this is a worthy home for my tome of forbidden knowledge. Future adventurers may learn the secrets of undeath here, and find plenty corpses to practice with!

[Spoiler](#) (click to show/hide)



I head back towards the city.

As I round the corner I hear commotion and fighting... a door bursts open and a screaming human is gutted by what appears to be an undead dwarf. Suddenly, all hell breaks loose. I am spotted and a vampire hunter lunges at me. I retaliate by amputating his arm. My axe describes a bloody arc as I wade into the melee. Goblins, humans, dwarves of all kinds are crammed in this room and they are all fighting each other. Living versus unliving, vampire versus soldier.

In the ensuing melee, I slay a necromancer whose skin is erupting with foul pus, Kaslun Wadsomber the Whirling Anguish! I claim the head of a vampire, Thel Indigozephyrs the Greatest Wad of Oil before the dust settles and only two dwarves remain.

The only other hero left standing is Nil Swifttoast, the infamous and seemingly indestructable eerie mist thrall swordmaster necromancer. Legend states this damned adventurer has conquered hell itself! Nil stands aside the reanimated corpse of the wizened human Stasbo Humorbury, who he slew with his trusty steel short sword.

Nil looks at me, and I him, and like lightning we leap at each other.

The thrall is heavier and thick with muscle, but this weight has made him slower. I am faster and more nimble. We are both clad in fine adamantine armour. We fight for what seems like days, neither tiring, nor requiring nourishment. Each attack is parried or dodged. On the rare occasion a weapon sees through defences, it glances harmlessly off an adamantine plate. Nil raises the dead each time I strike them down, and I raise my own.

After an eternity, we instinctively stop trading blows. I bow to Nil and he grunts. Our strengths and weaknesses are matched. Neither has the upper hand and neither wishes to die. I walk slowly away from the scene of carnage and head to the Museum.

[Spoiler](#) (click to show/hide)



I enter the museum under cover of darkness, sneaking from the stationed bowmen. My eyes grow wide at the displays inside. So many wonderful things! Bogeyman body parts, titan scales, dragon eggs. I admire a perfect sword hewn from a single meteor of adamantine, untouched by mortal hands, retrieved from the depths of hell itself.

I spot a free table in the north-west corner of the bottom floor, and deposit upon it my dragonhide pack, bulging with trophies. This will be my submission -**The Spoils of Dishmab**.

A dragonscale backpack crafted from the hide of the dragon Obasp Zangusad Ronux Straza containing the following:

1. **Masterwork Steel Battle Axe** wielded by the militia commander *Sigun Chastewhip the Pinnacle of Death*, of **Crimsondepths**, and later used by myself to slay several Necromancers in my quest to become immortal.
2. **A superior quality adamantine coffer** retrieved from the forges of the **First Anvil**
3. **10 hearty unicorn steaks** for any hungry adventurers
4. The **left and right ears** of the goblin were-lizard master, *Nil "Lancedtoes" Kubuknin*, who lead the siege that sacked **Crimsondepths**
5. **A masterwork copper bolt** crafted by *Nil Mezoddom*, master smith of **Luckystream**
6. **A masterwork green glass serrated disc** retrieved from the forgehall of **Crimsondepths**, now stalked by a seemingly invincible bronze tarantula
7. The **tooth** of *Smungrus Strapfur the Bearded Boar*, the Hill Titan, one of my first megabeast kills
8. **A unicorn horn**, hacked in one perfect piece from a still living unicorn
9. **Two prepared forgotten beast eyes** from a giant feathered skink with mandibles
10. The **right and left horns** of the minotaur *Esmín Riddleshafts*
11. The severed **head of a nightwing**, beheaded in the Dune of Trapping.
12. The **right and left eye teeth** of the dragon *Obasp Fortuneglow the Heat of Gems*, who I kicked into submission
13. The **feather** of *Bazra*, a forgotten beast
14. The **trunk** of *Streti*, an emaciated lidless llama forgotten beast from **Crystaltombs**

Having deposited my spoils, I retire in the Room of Carnage, where I reside to this day with my roommate, Nil Swifttoast, the only foe I could not best.

Spoiler (click to show/hide)

Novice	Butcher	100/600	Superdwarven Strength	upper body
Legendary	Axe	1213/2600	Superdwarven Agility	lower body
Skilled	Sword	480/900	Superdwarven Toughness	head
Novice	Mace	246/600	Superdwarven Endurance	right upper arm
Dabbling	Hammer	81/500	Average Recuperation	left upper arm
Legendary	Shield	939/3900	Very Low Disease Resistance	right lower arm
Legendary	Armor	58/2600	Average Analytical Ability	left lower arm
Adequate	Lasher	438/700	High Focus	right hand
Novice	Thrower	70/600	Superior Willpower	left hand
Legendary	Ambusher	4063/4100	Very Low Creativity	right upper leg
Professional	Swimmer	1111/1400	Above Average Intuition	left upper leg
Legendary	Observer	1788/2000	Very Low Patience	right lower leg
Novice	Reader	0/600	Very Low Memory	left lower leg
Legendary	Fighter	1324/7300	Very Low Linguistic Ability	right foot
Novice	Archer	70/600	Superdwarven Spatial Sense	left foot
Legendary	Wrestler	309/4600	Very Low Musicality	nose
Novice	Biter	423/600	Superior Kinesthetic Sense	left shoulder
Skilled	Striker	482/900	Average Empathy	
Novice	Kicker	582/600	Average Social Awareness	
Legendary	Dodger	301/2200	Average-sized for a dwarf	
Proficient	Misc. Object User	303/1000	Speed: 1290	

A short, sturdy creature fond of drink and industry.

His nose is broken. He is incredibly muscular. His medium-length sideburns are braided. His very long mustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. His gold eyes are bulging. His ears are narrow. His eyes are slightly close-set. His skin is pale brown.

233 total notable kills:

- 1 Dragon
- 5 Minotaurs
- 2 Titans
- 1 Roc
- 6 assorted Night Creatures
- 2 Zombie Ogres
- 14 Forgotten Beasts
- 9 necromancers
- 2 vampires
- (and 60 Bogeymen)

Dungeons explored:

- Crimsondepths (fully)
- Luckystreams (fully)
- The First Anvil (fully)
- Dashedstake (fully)
- Northevil (FPS death, couldn't enter)
- Deathtraps (partially; large areas sealed off by traps)
- Tongsrace (FPS death, couldn't enter)
- Islandpaddle (fully)
- Crystaltombs (fully)
- The Tower of Seers (fully)

Epilogue

I really enjoyed this game, probably one of my best every attempts at adventure mode, made all the more rewarding as I have read this thread for over a year and gotten to know all the adventurers whose exploits I tried to follow. I know it may be controversial to some that some characters

ended up killed, but I don't think anyone who died had plans to resume those characters.

I have made a short spoiler for my fortress which may tempt some to explore it – feel free to skip this part if you are wary of spoilers, though I don't give away anything too major!

[Spoiler](#) (click to show/hide)
Ironhelm, the Ocean Castle, Autumn 1136

The mayor, Domas Fencegripped, quietly pushed open the burnished gold door to the tomb. She knew she would find him here. In the flickering candlelight she could make out the muscled form of her uncle.

“This shouldn't have happened”, rumbled Stukos, mournfully.

“All of this murder, betrayal and death, over what? A few tattered socks? ”

The mayor shifted uncomfortably. Before her was Baron Stukos Stirflag the Unkempt Crowd of Ironhelm, Lord of the Impervious Fist, The Great Baron. One of the greatest warriors she had ever known, proud servant of the Rough Labor for over 150 years, and her long-dead father's brother. He wore armour of finest adamantine, and his runesword *Osed Catten, The Maze of Channels*, hung at his side. With it he had defended Ironhelm from innumerable sieges, and taken the lives of scores of goblins and gigantic terrifying ogres. Not once but twice he had slain a blind cave ogre in single combat. But there was one foe Stukos could not conquer; his own grief. Now they whispered, calling him the Black Baron.

Stukos knelt before the tomb of his wife, struck down in the insanity of the recent riots over clothing shortages. The Great Riot they called it, though there was nothing great about it. Only eighteen souls survived the kinslaying and madness, of a proud mountainhall of 155. Dozens perished at the hands of their brothers and friends, many more succumbed to melancholy or insanity, wasting away in their locked chambers.

Domas bowed her head. Socks! The streets are paved in gold and we feast on dragon roasts, and they complained of socks!

“Gather the Unbreakable Eight,” the Baron whispered, standing from his reverence. There was a golden sarcophagus next to that of his consorts, and the mayor nodded nervously. She knew it would be needed soon.

The Eight were the greatest fighters the Rough Labour had ever known. Each of them a lord of axe, or mace, or spear, hundreds of goblin kills between them. They bore shields and weapons named in the dwarf-tongue in honour of their heroic deeds. Some were missing limbs or disfigured by horrific scars, hacked off by malevolent spirits in the aftermath of the Great Riot, burnt by unnatural flame, or gored by some terrible forgotten beast, but this made them no less deadly. As the riot spiralled around them, they remained calm. Nothing could shock these hardened warriors, not even berserk woodmen strangling their own children, or wild eyed fishermen throwing themselves from the Golden Bridge into the icy depths below. Sometimes they were called to end the suffering of raving madmen, a task they solemnly rose to. There had once been ten, but two of their number now lay in eternal slumber after inhaling the gas of some forgotten monstrosity, their permanently bruised bodies suspended in undying sleep.

The baron turned to face his niece, his only living relative. His long beard was bedecked in jewels and his helm glinting in the candlelight.

“We open the Black Door this eve” spoke Stukos, his voice like gravel. “I have no use of my life any more, but I will not lay down and waste away like a coward. There is one last service we can do for Ironhelm. I will throw myself upon the foul legions. Tonight, we will dine in hell!”

And some teasers :) :

[Spoiler](#) (click to show/hide)

Ilral Amkolalath, Weaponsmith has created
Ozsitsalir Dubmenzuden, a adamantine short sword!

Press **Enter** to lose window

[Spoiler](#) (click to show/hide)

This is a superior quality microcline memorial to Aban Mebrigoth Atorecem
The slab reads *In memory of Aban Mebrigoth Atorecem / Born 1015 / Struck down by the shadow demon Diecurse in the year 1132 / Champion of The Impervious Fist 1130 to 1132 / Slayer of the Goblin Naka Liecurious / Loving mother and wife*

[Spoiler](#) (click to show/hide)

This is a dwarf bone crown. All crafts dwarfship is of the highest quality. It is decorated with dwarf bone.

This is what happens when your bone carver gets a strange mood in the middle of a tantrum spiral...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 22, 2013, 09:36:46 am**

The Fabled Adventurers of The Great Museum of Dinnerwandered!

A list of every adventurer so far and their exploits (kind of). This can be linked to from the first page and I will do my best to update it for subsequent turns. If there are any errors, let me know and I will investigate and rectify. Enjoy!

Player	Name	Title	Race	Description	Born	Died	Age at death	Cause of death	Notable Kills	Other Kills	Demons slain	Forgotten Beasts slain	Night Creatures & SMB	Dragons slain
Bralbaard	Bralbaard Scaledskin		Human	Male	1039	1062	33	struck down by Luto Firepupmkins, human lasherwoman, raised as a zombie by Sarvesh Worksound, human necromancer Died of old age, retired in Dinnerwandered. Remains profaned by Nil Swifttoast. Remains interred in the Tomb of Heroes by Dishmab Northmanor.	1	3	0	0	0	0
Logic	Logic Legendfinder	the Bitterness of Human Lancers	Human	Male	1019	1112	93	struck down by Teshil Despairedaub, Cave Fish Man Vampire	47	13	0	0	0	4
antlion12	Freeman Dielightnings		Human	Male	1023	1053	30	struck down by Dishmab Northmanor, dwarf necromancer	0	0	0	0	0	0
Kromgar	Kaslun Wadsomber	the Whirling Anguish	Human	Male Necromancer	1026	1125	99	struck down by Gikidisildus Laborchar, kobold swordsman	30	28	0	0	0	0
Brewster	Brandon Grassmuffin		Human	Male Necromancer	1037	1059	22	struck down by	0	0	0	0	0	0
Siverix	Siverix		Human	Male	1036	1059	23	struck down by	1	1	0	0	0	0

	Laudedspeakers							Sesle Thriftvision, raised as a zombie by Istrul Spraykingdoms struck down and raised as a zombie by the mummy Ezif Honoreddwellings						
Tehsapper	Reg Worksound		Dwarf	Female	976	1062	86	struck down by the mummy Ezif	2	3	0	0	0	0
Sappho	Aira Mopsprayed		Human	Female	1030	1062	32	struck down by the human fishery worker mummy Zih Feedfaints	0	0	0	0	0	0
Spinal_Taper	Istrul Spraykingdoms		Human	Male Necromancer	1044	1068	24	struck down by Prilikisteersnus Tinstretches, kobold bowman	0	4	0	0	0	0
Llamainaspitfire	Kamven Whisperslizards		Human	Male	1046	1068	22	struck down by Jlagashurber Kindletrammel, kobold spearman	0	0	0	0	0	0
Argonnek	Monom Listenedbooks	the Gloomy Pleats of Renown	Dwarf	Male	1004	1068	64	struck down by Pinesgrouped, a mindless zombie grasshopper woman	5	3	0	0	0	0
Niyazov	Nine Shovelmurders	the Eternal Berry of Rock	Elf	Female	861	1068	207	struck down by Mispi Fangfancied, human macewoman	8	15	0	0	0	0
NCommander	Lali Rosyclashed		Elf	Female	810	1068	258	struck down by Shebi Bincurl, human lasher	1	14	0	0	0	0
Tehsapper	Sarvesh Worksound	the Gloomy Gill of Crafts	Dwarf	Male Necromancer	1020	1075	55	struck down, suffocated by Jlagajrikis Musclerain, kobold spearman	83	36	0	0	0	0
Sappho	Stasbo Humorbury	the Tepid Blazes	Human	Female	1050	1125	75	bled to death, slain by Nil Swifttoast, dwarf eerie mist thrall. Remains interred in the Tomb of Heroes by Dishmab Northmanor.	35	49	0	0	2	1
Bralbaard	Hratgar Nosefold		Human	Male	1052	1075	23	struck down by the zombie boar Coldspurn during a kobold ambush	0	0	0	0	0	0
Eric Blank	Peklod Hollowwhirled	the Amber Drip of Spinning	Human	Female	1047	1075	28	struck down by Striklikis Bravedfleshy, kobold bowman, having avenged death of Nine Shovelmurdered by slaying Mispi Fangfancied	5	9	0	0	0	0
Putnam	Kima Flycrew		Human	Male	1066	1089	23	bled to death, slain by a nameless bogeyman	0	0	0	0	0	0
Furohman	Nine Visewave		Elf	Female	838	1090	252	struck down by the human vampire Thon Blossomedstops	0	0	0	0	0	0
peter1	Pyell Battlebakers		Dwarf	Female	1019	1090	71	struck down by the ferocious impala, Honorhammer	0	5	0	0	0	0
TomIrony	Stalcon Esteemauthors		Human	Female	1066	1091	25	struck down by the furious camel, Rewardsomber	0	1	0	0	0	0
Argonnek	Kamca Willfulpages	the Last Speech of Groves	Human	Male Necromancer	1065	1092	27	struck down by the violent ghostly dwarf mason Tun Glovepraise	8	1	0	0	0	0
Eric Blank	Bora Ragedance	the Allied Flesh of Nourishment	Human	Male Necromancer Vampire	1064	1152	88	Struck down by Dishmab Northmanor, dwarf vampire necromancer accursed dust zombie and interred in the Tomb of Heroes.	134	456	0	2	7	0
Bralbaard	Bralbaard Mulemerchant		Human	Male	1077	1098	22	struck down and raised as a zombie by the human thresher mummy Keth Tunnelpads. Interred in the Tomb of Heroes.	2	11	0	0	0	0
NAV	Iton Stasisship		Dwarf	Male	1010	1098	88	struck down and raised as a zombie by the human thresher mummy Keth Tunnelpads. Interred in the Tomb of Heroes.	0	2	0	0	0	0
MrWillsauce	Feb Minesizzled		Dwarf	Female	1018	1188	170	Died peacefully of old age in Dinnerwandered.	2	43	0	0	1	0
Atomic Chicken	Thel Indigozephyrs	the Greatest Wad of Oil	Human	Male Vampire	1068	1125	57	struck down by Dishmab	10	11	0	0	0	0

									necromancer Istrul Spraykingdoms						
NAV	Eshtan Orbtubes		Dwarf	Male	1080	1151	71		Struck down by the goblin maceman Usbu Turmoilmenaces	1	0	0	0	0	0
Cynm	Cynm Zenithflame		Human	Male	1123	1152	29		Struck down by a bogeyman	0	2	0	0	0	0
Koter	Urdim Brimfloors		Dwarf	Male	1089	1159	70		Bled to death, slain by the human fishery worker mummy Stral Noseslashed	1	8	0	0	0	0
Eric Blank	Ketas Glossknives	the Lacy Habitual Mirrors	Human	Male Werelizard	1132	----	-		Still alive	30	172	0	0	0	0
Timeless Bob	Kuchulain Lancedsound	the Helmed Crescent of Waxes	Dwarf	Male Tiny Foul Smoke Thrall	1093	----	-		Trapped in the deep heart of the world for all time...	15	36	0	0	0	0
Atomic Chicken	Thone Glenlarks	the Clean Continent of Covens	Elf	Male Vampire	903	1177	174		Passed into legend at the northern edge of the frozen wastes, reached the end of the world and stepped into the abyss. (Gave in to starvation.)	39	64	0	0	6	1
Strangemood	Strangemood Wayroot		Human	Male	1148	1173	23		Chewed to death by zombies.	0	4	0	0	0	0
Bralbaard	Cosla Windarmor		Human	Female	1145	1177	32		Struck down by the kobold Srinkis Tanglecusps.	1	20	0	0	0	0
Kalsb	Kel Paintedhours		Dwarf	Male	1108	1179	71		Struck down by a mummy.	1	1	0	0	0	0
Argonnek	Slibtu Wanderedfortress		Human	Female	1158	1180	22		Bitten to death by a furious Monitor Lizard.	0	13	0	0	0	0
Kromgar	Aco Knitadmire	the Sly Rhymes of Glee	Human	Female Necromancer Eerie Mist Thrall	1148	1180	32		Hacked to death by Dishmab Northmanor, Lord of Death.	326	193	20	0	73	1
tehsapper	Arane Calmcoast	the Trap of Passes	Elf	Male	898	1181	283		Struck down by the zombie Dreamdeeps, the reanimated corpse of the were-goat Athel Tradedfreckle.	18	17	0	0	0	0
Plancky	Dumed Splatterdagger		Dwarf	Male	1099	1183	84		Struck down by the human bone-doctor vampire An Splashbathed.	0	0	0	0	0	0
Kesperan	Kosoth Griffonblaze	the Shaken Galley	Dwarf	Male Vampire Necromancer Eerie Mist Husk Vile Mist Thrall	1103	----	-		Effectively indestructable. Settled in a fort south of the Realm of Ancients.	448	473	0	4	5	0
Gnorm	Gnorm Bodicebow		Human	Male	1166	1188	22		Suffocated, struck down by the zombie raven Fathertempted.	2	28	0	0	0	0
Deepfreeze78	Ralthar Deepfreeze		Human	Male	1154	1188	34		Drowned!	0	0	0	0	0	0
Timeless Bob	Ingish Kingfinder		Dwarf	Female	1120	1188	68		Suffocated, struck down by the evil warthog Whispermails.	0	15	0	0	0	0
NAV	Nganiz Mirthpointy		Human	Male	1155	1189	34		Struck down by the Goblin Master Lasher Gozru Werespread.	0	0	0	0	0	0
tonnot98	Ceru Cloudceiling		Human	Male	1163	1189	23		Struck down by the human maceman bandit, Ino Pantsjaws.	0	0	0	0	0	0
pisskop	Ast Glacierportal	the Bronze Savant of Jaws	Dwarf	Female	1133	----	-		Alive. Settled in Dinnerwandered.	9	29	0	0	0	0
Braalbard	Ked Frillcombat		Human	Male	1161	1193	32		Betrayed by vampires; suffocated after being mauled by the harpy Smearrisked.	0	9	0	0	0	0

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **October 22, 2013, 12:07:54 pm**

I honestly couldn't recall any details about my characters place of origin, nor her kills (notable or otherwise). The only detail I remember about her is that she had High strength and agility.

Then again, she didn't really...accomplish anything. The only thing she ever did worthy of note was accidentally cut her own arm off, followed by further horrific maiming. Maybe Dwarf Fortress was so embarrassed by her it actually made an effort to erase her from history.

Yeah, let's go with that. The adventurer so embarrassing the game literally erased whatever trace of her it could.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 22, 2013, 01:53:28 pm**

I *think* I've updated all the posts on the first page with all the achievements from Kesperan's turn, there are quite a lot of them, so let me know if I've forgotten anything.

I also included a link to the table with adventurer facts in the first post.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **October 22, 2013, 03:53:13 pm**

That was *awesome*! And you explored all three of my forts, slew, probably, every single beast in Crystaltombs, and didn't get pulverised into a tiny lump of gore! Far more than any of my damned militia could ever accomplish.

Note, though: Nil Lancedtoes wasn't the actually leader of a siege, he was actually just a werebeast I managed to catch in a stroke of luck, and I'm guessing form his dwarven name that he was a member of some dwarven civ before becoming a werebeast. Tossing cage traps out in the wilderness was actually a pretty good way of spotting ambushing goblins, and all the goblins you met in Crimsondepths besides Nil were probably captured ambushers and siegers. I never did invent a properly-entertaining way to dispose of them. Did literally none of the dwarves in that fortress survive, though?

Also, Bralbaard, could you sign me up for another turn? Please?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 22, 2013, 04:21:36 pm**

Quote from: Eric Blank on October 22, 2013, 03:53:13 pm

That was *awesome*! And you explored all three of my forts, slew, probably, every single beast in Crystaltombs, and didn't get pulverised into a tiny lump of gore! Far more than any of my damned militia could ever accomplish.

Note, though: Nil Lancedtoes wasn't the actually leader of a siege, he was actually just a werebeast I managed to catch in a stroke of luck, and I'm guessing form his dwarven name that he was a member of some dwarven civ before becoming a werebeast. Tossing cage traps out in the wilderness was actually a pretty good way of spotting ambushing goblins, and all the goblins you met in Crimsondepths besides Nil were probably captured ambushers and siegers. I never did invent a properly-entertaining way to dispose of them. Did literally none of the dwarves in that fortress survive, though?

I really enjoyed Crimsondepths. There was a raging minotaur and several FBs tearing about the place so I am not surprised I didn't see many dwarves. There was one heavily wounded guy who gave me a quest and a miner if I recall, but not many. The goblin were-lizard announced in red text so I assumed it was the leader, looking in legends mode revealed it was a warlord of some goblin civ or another.

Crystaltombs was brimming with beasts! I must have killed about 10 of them. The flooding didn't make it easy though! When I made my own fort I was worried I might have the same problem so I channeled a separate run-off into the caverns, everything seemed OK when I visited on a test adventurer... Can't wait to see what someone makes of it though!

And finally, if he is still alive on my next turn, I am taking Dishmab back to finish off that bloody bronze tarantula!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 23, 2013, 09:38:06 pm**

Ugh! RL rears its ugly head! Looks like I'll have to skip this turn after all. Can I switch places with the next Player, or will I need to go to the end of the queue?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 24, 2013, 12:57:55 am**

No problem.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **October 24, 2013, 05:30:02 am**

Respectfully requesting a turn. Please PM me if I am not around when it comes up.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **October 24, 2013, 06:45:05 am**

I would like to request a turn, this game sounds really cool.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 24, 2013, 02:28:50 pm**

I've updated the turn list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **October 24, 2013, 03:02:08 pm**

Put me on the list again, will you Bralbaard? I'd love another turn.

Quote from: Atomic Chicken on October 24, 2013, 03:02:08 pm

Put me on the list again, will you Bralbaard? I'd love another turn.

I killed your vampire by the way. Sorry.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **October 25, 2013, 12:27:27 pm**

Quote from: kesperan on October 24, 2013, 03:37:04 pm

Quote from: Atomic Chicken on October 24, 2013, 03:02:08 pm

Put me on the list again, will you Bralbaard? I'd love another turn.

I killed your vampire by the way. Sorry.

Hehe, no problem; your adventure's epic finale compensates for it. I probably would have created a new character anyway. Besides, I assume that the new version will have been released by the time my turn arrives.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **October 27, 2013, 05:47:02 am**

How are there 2 Dur Kunod's on the map, Dur Kunod (east) and Dur Kunod (west)?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 27, 2013, 08:03:48 am**

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **October 29, 2013, 12:21:57 pm**

I must say, it's pretty sad when the most dangerous thing to our fortresses is time + dingos.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 29, 2013, 01:19:01 pm**

Ah, the joys of a rapidly "civilizing" world.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **StrangeMood** on **October 29, 2013, 01:45:25 pm**

Good to hear you guys liked the poem. I always finds it adds something to read/hear something in its original form, even if that form is a none-existing fantasy language. I took quite some artistic liberties to overcome the problems with the current languages in Dwarven Fortress, mainly to do with the lack of verbs and some other words. For verbs and other words that lacked translation, I used a truncated form of a word with similar meaning as I suspect real-life languages have done. Anyway, this is how I intended it:

Usmen oma kozi rat
The heroes went out
[Spoiler](#) (click to show/hide)
There is no word for out, so I instead used "wild" to indicate that which is outside of one's current location which I suspect to most humans in DF is the wild outside of towns. I chose "rat" for the verb "goes". It is a truncated form of "arat" which means routine, something that comes and goes continually.

Mistrum oma kozi as
The treasures came in
[Spoiler](#) (click to show/hide)
I chose the word "door" as a word that could mean to enter or come in, as most people do so by door.

Onra oma kozi rat
The world went out

Mistrum oma kozi as
The treasures came in

Atir atir Omon Woge gil
Forever we lived in our kingdom
[Spoiler](#) (click to show/hide)
Atir means "time", and is repeated here for effect, as I suspect human writers of Omon Woge could do. There is no word for "life" of "to live" that I could find when writing this, so I chose the word "gil" which means "union". To live is to be one with one's kingdom. This also relates dramatically to our hero who, with setting out on his own, cut himself free from this union with life only to meet death.

Kimen Kathro enem enem tok
Live captured in an eternal cycle
[Spoiler](#) (click to show/hide)
There is no verb for captured, so I truncated the word "kathroc", which means prison. There is a word for "eternal", but I chose to use the word "enem", meaning full, as I thought it sounded better when repeated. There is no word for round, so I truncated "toke", which means round.

Quehlico orub Quehlico xubkib
Dinnerwandered everlasting, dinnerwandered evil
[Spoiler](#) (click to show/hide)
To sentence is there to indicate that life (i.e. the union with the kingdom) in Omon Woge centred around their capital. However, with the decay of the world and the strange heroes somehow attracted to Dinnerwandered and its museum, the capital is now also considered part of the world's curse of decay.

Usmen oma kozi rat
The heroes came in

Mistrum oma kozi as
The treasures came in

Onra oma kozi rat
The world went out

Mistrum oma kozi as
The treasures came in

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 29, 2013, 05:00:26 pm**

Dwarven poetry! Great stuff, I enjoyed translating that.

[Quote from: Th4DwArfY1 on October 28, 2013, 08:48:47 pm](#)
I'd like a go. Have fun writing the name :)

I use copy-paste in situations like this. The turn list is updated.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **StrangeMood** on **October 30, 2013, 01:59:38 am**

[Quote from: Bralbaard on October 29, 2013, 05:00:26 pm](#)
Dwarven poetry! Great stuff, I enjoyed translating that.

It's human poetry. Omon Woge human, not earth human; but still ;) Good to hear you liked it.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **October 30, 2013, 09:08:22 am**

I think the Museum's first poem should be linked on the front page.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 30, 2013, 12:54:06 pm**

I'm sure it'll get a link when the game turn goes to the next person. My "Gazeteer" things did, and this is just as pertinent.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **StrangeMood** on **October 31, 2013, 03:55:18 am**

So I made a fort, and had some fun. I'll try and upload the save file tonight.

Thanks for the chance to participate in this, I had great fun. Please sign me up for another turn :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **October 31, 2013, 04:25:52 am**

Remind me to write some music to that in Ab minor (7 flats, 7 dwarves, SYMBOLISM).

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 31, 2013, 05:33:47 am**

Hey Putnam: Remember to write some music to that in Ab, K?

I was thinking this might work as a sort of Gregorian Chant type of thing. How about you guys?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **StrangeMood** on **October 31, 2013, 02:02:18 pm**

Quote from: Timeless Bob on October 31, 2013, 05:33:47 am
I was thinking this might work as a sort of Gregorian Chant type of thing. How about you guys?

That's how I imagined it, yeah.

Anyway, turn finished, had great fun. I sent Bralbaard a PM with the save file. Good luck to the next in line! :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **October 31, 2013, 04:31:20 pm**

I've send Timeless Bob the link to the save game.
Here's the map with the new fortress, Landplanted (near the center of the world):

Spoiler (click to show/hide)

I linked the poem on the front page, and am waiting anxiously for the moment when I can put a link there to Putnam and Timeless Bob's version in Ab minor+gregorian chant. ;D

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **October 31, 2013, 05:10:40 pm**

I started making it in 7/8 time but realized it sounds better in 15/8 time (mixed meter 7+8).

This is fun.

EDIT: And it'll look better if I just have it switch between 7/8 and 8/8...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 31, 2013, 05:11:12 pm**

File downloaded and starting my turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **October 31, 2013, 05:16:32 pm**

7/8 and 9/8, heck, might as well just be 4/4, but that doesn't look as good.

EDIT: First draft

Midi (<https://dl.dropboxusercontent.com/u/13790475/Untitled.mid>)
Sheet music (<https://dl.dropboxusercontent.com/u/13790475/Untitled-1.png>)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **October 31, 2013, 08:12:22 pm**

So the "Gregorian chant" version didn't work out so well. Instead, I went for a more lively tune (<https://www.dropbox.com/s/7vuzhlqg8b49kb3/museum%20%27poem%27.wma>) that still has some melancholy in it. (Fair warning, I'm not the world's best vocalist by far.)

The tune is actually the theme song from a movie named "The Piano" (http://www.youtube.com/watch?v=_lyDyJ2by-0). It's quite dramatic and the main character actually is mute, so she speaks through her piano playing, which can be quite powerful. The music (especially from 1:30 or so) really seems to fit your poem's tragedy, while still conveying the hero's robustness in striking out into the wild.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **October 31, 2013, 10:25:03 pm**

My version, as far as I can tell, seems to take the most inspiration from... the theme of a Namco game on NES that I never played. (<http://www.youtube.com/watch?v=Fha3L1CHeSE>)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 01, 2013, 03:23:07 am**

That is amazing..

Great moody piece, Putnam, that would go very well with gregorian chanting.
Timeless Bob, you have a great voice. The piece fits right into a fantasy/medieval setting. The fantasy language really comes to life.

I love how one of the shortest, most unsuccessful adventures is being turned into one of the most memorable ones. losing is fun..
I think its best for everyone involved that I refrain from submitting any music myself, instead I'll be working on some cover art for the album over the weekend. :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **StrangeMood** on **November 01, 2013, 03:26:54 am**

Quote from: Timeless Bob on October 31, 2013, 08:12:22 pm
So the "Gregorian chant" version didn't work out so well. Instead, I went for a more lively tune (<https://www.dropbox.com/s/7vuzhlqg8b49kb3/museum%20%27poem%27.wma>) that still has some melancholy in it. (Fair warning, I'm not the world's best vocalist by far.)

That. Is amazing! :o

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **November 01, 2013, 03:41:40 am**

Quote from: Bralbaard on November 01, 2013, 03:23:07 am
Great moody piece, Putnam, that would go very well with gregorian chanting.

I certainly can't do it; I'm (I'm pretty sure) a tenor and I can only sing comfortably in mezzo-soprano ranges.

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **kesperan** on **November 01, 2013, 12:30:32 pm**

I can't find the link to Turn 48, so I will wait until Timeless Bob has finished his turn before updating the adventurer table.

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **StrangeMood** on **November 01, 2013, 12:39:19 pm**

Quote from: kesperan on November 01, 2013, 12:30:32 pm
I can't find the link to Turn 48, so I will wait until Timeless Bob has finished his turn before updating the adventurer table.

Sorry, I only sent it to Bralbaard. Here it is: <https://www.dropbox.com/s/o9ub3f8rit5qkw8/The%20Museum%20-%20Turn%2048.zip>

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **kesperan** on **November 01, 2013, 06:13:19 pm**

Adventurer list updated. Had to do some searching - legends mode didn't record who killed you - so I searched the bandit camps around Dinnerwandered until I found the chap who killed you. Still had a smear of your blood on his nose, of all places.

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **Th4DwArfY1** on **November 01, 2013, 06:49:21 pm**

Well aint this just fine! As it comes closer to Christmas the Museum gets a holiday feel. *Hums Rudolph the red nosed reindeer under his breath*

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **NAV** on **November 01, 2013, 11:41:33 pm**

Nearly Christmas? It's barely past Halloween! I demand zombies and mummies and vampires and werewolves.

Excellent work on the music guys.

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **Th4DwArfY1** on **November 02, 2013, 08:20:25 am**

Hey! It is November! One more month to December...And we all know what *that* means. Yes this is a happy message. Get ready to open your hearts...and your wallets :)

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **Timeless Bob** on **November 02, 2013, 02:58:11 pm**

Why wait for December? People like "gifts-for-no-reason-other-than-it-seemed-like-a-good-idea-at-the-time". I do that to my fam and freinds all the time. cards, little tchotchke's, recorded messages, ect... They all know they can get love-as-gifts any time.

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **Th4DwArfY1** on **November 02, 2013, 04:09:01 pm**

Really?My family are much more stingy. No gifts except when society demands it.

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **kesperan** on **November 05, 2013, 03:50:15 pm**

Any progress to report Timeless Bob? I am anxious to see if you venture to my little fort!

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **Timeless Bob** on **November 05, 2013, 09:07:28 pm**

Still plugging away - not dead yet, but also have not visited your fort yet either. I'm trying out a new concept with my adventurer.

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **evictedSaint** on **November 05, 2013, 09:13:22 pm**

Has anyone even visited my fort yet? :(

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **kesperan** on **November 05, 2013, 09:41:17 pm**

Quote from: evictedSaint on November 05, 2013, 09:13:22 pm
Has anyone even visited my fort yet? :(

I didn't. You had mentioned it was good for beginners, and by the time I made it to that part of the world I was a legendary necromancer covered in masterwork adamantine, so I thought I would leave it for someone else. :)

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **Timeless Bob** on **November 06, 2013, 08:04:45 pm**

Let me tell you a story of hope, wonder, delectable delights and of course,
for this story is set in our wide world of woe,
heartbreaking tragedy as well.



The Story of Leb

Once upon a time, near a city named Dinnerwandered, a happy group of seven merry brewmeisters, calling themselves "The Adventurous Tongues" decided to build a brewery that also featured a nice dwarven cafe and a meditation garden, called simply and eloquently, "Goodbrews". Into that happy place was born Leb Kefkaten, a corpulent baby girl who was dedicated at birth to the Rough Labors god of revelry and mirth. Such was her happiness, that any who heard it lost themselves in a pleasant reverie, (which was very good for morale, but very bad for business), so she received the nickname "Timeless". Now, little miss Kefkaten spent many happy years helping her mother in the farms, and watching the merry brewmeisters at their work, brewing the various potent beverages and selling them by the hundreds of barrels to any who came to buy them. The caravans of Omon Woge received many, many barrels as gifts from the brewmeisters of Goodbrews, who hoped to lure the nobility of that land into offering them a title and the citizenship that went with it.

On several occasions, the representatives from The Curse of Mites and once, Dur Logem, came to bargain for the brews with force of arms rather than moneyed persuasion, and each time they were frustrated in their attempts, for two great dwarven heroes had also come to Goodbrews to protect it (and drink their fill of decadent liquors). So the brewery grew and flourished, producing thousands of barrels of fine liquors, beers and wines, as well as many dozens of dwarven delicacies for customers and staff to enjoy while they admired the statuary and engravings of the three legendary drinking halls.

Little Timeless loved the stories these adventurers spun, and hoped one day to visit the Museum herself when she got a little older and had been trained in the use of armor and bowcraft for a couple years first. She dreamed of taking the very fanciest of brews to the Museum just half a day away, as a tribute to Dwarven artistry and talent - for she reasoned that those who visited there might taste the succulent liquid and wish to visit her beautiful home for more of the same.

Alas, in her sixth year, a combined force from the Curse of Mites, three terrible were-creatures and an obsidian desert Titan that "exuded an air of peace and gentleness", all forced their way into the back pasture of the brewery, where the milking and meat creatures roamed, and where the farmers raised the above-ground crops which were the lifeblood of the brewer's art. Timeless lost her father to that onslaught, then her mother, and finally her own life - gutted on the head of a silver pike. There, her adventures ended before they even could begin.

The brewery survived the incident, but I hadn't the heart (nor the time) to start anew with a new birth, so I retired the fortress as a hamlet, where the brewers still live and ply their art - waiting to receive customers who travel north along the King's Boulevard.

Save file: (year 1140 to 1146)
<http://www.mediafire.com/download/qsajuomxz9q8ukv/The+Museum.zip>
(<http://www.mediafire.com/download/qsajuomxz9q8ukv/The+Museum.zip>)

Title: **Re: The Museum: Adventure mode succession world (now with poetry/music)**
Post by: **Timeless Bob** on **November 06, 2013, 08:43:31 pm**

Add me to the end of the que for yet another turn, if you please.

The idea for this last bit, was to "breed" an adventurer, filled with history and motivation to travel away from her home. Whether it was going to be a mission of revenge, a quest for a stolen artifact or rescuing a kidnappee, I didn't know. It would have begun with a journey into Dinnerwandered, both to bring something to the Museum as a submission and to ask the loremasters there for advice on how to get to/find whatever adventuring quest presented itself while she was growing to maturity.

Alas, kids are so fragile, and that damn titan stomped right through my weapon traps after destroying the locked door leading to the Depot, so the waves of gob attackers had their way in and used it with grim purpose. If you like, come pay your respects in her tomb, where she rests in an artifact coffin.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 07, 2013, 01:21:23 am**

I think I've never been able to raise a dwarf from baby to adulthood in DF, so the odds for young "Timeless" weren't very good.

I'll update the maps later, the file I use for that seems to have suffered an accident, so I'll need to redo it.
For anyone planning to visit the new fortress in the meantime: It's almost on top of Sunkengem, very close to Dinnerwandered.

I have send Joost66 a PM.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **November 07, 2013, 04:07:56 am**

Intriguing and original, Timeless Bob!

But who were the two heroes who joined your fort?

Edit: Had a snoop. You were lucky to be the recipient of 5 members of the Unbreakable Eight, my insanely powerful soldiers from my fort. Obviously since we both made forts of the Rough Labor, they migrated to you.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **November 07, 2013, 08:05:46 am**

See, now that's what I'm talking about! If we could just get some generational bloodlines going, even just grandchildren who revere the old coots who were heroes "back in the day", they could borrow those heirloom weapons and armor, go adventuring, come back covered in glory and settle down to raise their own kids, enjoying the fruits of their labors.

As it stands, every few years an adventurer pops out of the ether to journey to the Museum with a wholly fabricated back story. It could be so much more cool than that!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **November 07, 2013, 01:59:34 pm**

Well from now on I will be making forts solely from the Rough Labor in the off chance I get some of those legendary soldiers back :P

Shame they didn't bring their candy armour and named weapons with them when they migrated...

Although you didn't manage to make an adventurer, I have included your intended avatar in the list of adventurers based on info I gleaned from

reclaiming your fort (no spoilers, don't worry!).

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **November 07, 2013, 02:28:38 pm**

Sounds like a set-up for a Fed-ex quest...

"One day, youngster, when you're old enough, I'll send you to <insert name here> to fetch the legendary armor and weapons I've told you about for all these years. They are your inheritance, and you'll be tasked with adding to their glory and to the Family Name."

or

"...And the Flail of our forefathers, mighty Hurungerbungle, is jealously guarded even now by the fiend Laughingstockade. The hero who wrests it from her grasp will restore the family honor!"

All sorts of story ideas.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **November 12, 2013, 03:25:23 pm**

I really like the idea of breeding adventurers but to avoid depressing situations like the last one, why not focus on a group of children? Say the dwarf you chose has friends or siblings. If that dwarf dies before they can start their adventure then choose one of their childhood friends or siblings and add the death to their backstory. Also, you could use the other children as companions if the story calls for it.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **November 12, 2013, 03:54:09 pm**

Quote from: Kalsb on November 12, 2013, 03:25:23 pm

I really like the idea of breeding adventurers but to avoid depressing situations like the last one, why not focus on a group of children? Say the dwarf you chose has friends or siblings. If that dwarf dies before they can start their adventure then choose one of their childhood friends or siblings and add the death to their backstory. Also, you could use the other children as companions if the story calls for it.

I think you may have a workable solution - I'll call them "Probability's Children". If someone who is in the turn line ahead of me will make a "prophecy" about another who will come after, (something easily open to interpretation, but with specific requirements like the stuff from Nostradamus), then I'll play the fates trying to "breed" the "Prophesied One" from a group of children. I may not succeed, but regardless, it'll make for a great story that's not necessarily only about racking up a kill list. (Not that those aren't epic too, just looking at making our shared history even richer.)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 12, 2013, 03:55:13 pm**

I like the idea of breeding adventurers, but running a fortress for 13 years is rather time consuming. I'm afraid we won't get to play much adventure mode if everybody starts breeding adventurers, and adventure mode should be the focus of this game. Fun idea though and for some players, investing that much time might work.

In other news, Joost66 can't take his turn. That means it's my turn now.
here's the latest map, which includes GoodBrews.

[Spoiler](#) (click to show/hide)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **November 12, 2013, 05:25:11 pm**

Wow... my turn seems so close now. What's the plan for when DF is updated?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 12, 2013, 05:49:00 pm**

Dinnerwandered, 2th of granite, 1148.

Dear editor of the Dinnerwandered Gazeteer.

As curator of the museum I feel I must write you this short letter in response to the wild accusations and claims that have surfaced in the latest edition of the Dinnerwandered Gazeteer.
Contrary to what is stated in the article, the Museum is in no way responsible for the unfortunate death of Leslem Spoonedboys.

We can agree on some parts of the article in the Gazeteer.
Mr. Spoonedboys indeed visited the museum hours before his death. It is also true that mr. Spoonedboys was a very enthusiastic visitor, he even went down into the basement and killed his own copy of Sluguflonkus. This is an interactive experience that we offer to all our visitors, and as such not remarkable.

We broadly agree on the facts that were reported in the news about his actions upon leaving the museum. The museum however strongly denies that we have pressured mr. Spoonedboys in any way to undertake any foolish actions. Whatever mr. Spoonedboys did after leaving the museum was his own responsibility.
Mr. Spoonboys must have travelled to the adventurer house in southern Dinnerwandered, the site where recently many of the heroes and contributors of the museum were killed by the undead abominations Nil Swifttoast the colourless complexity and Dishmap Northmanor the Mute Saffron Soot. We understand he tried to lure these demonic creatures away, in an attempt to secure the corpses of the fallen heroes, and bring them to the Tomb of Heroes. This was noble, and also very foolish of Mr. Spoonedboys. We understand he failed, and that he was killed by one of the zombies that were raised by the abominations.

What we vehemently disagree on is that the blame for his death is placed upon the museum. We'd like to repeat that mr. Spoonedboys was responsible for his own actions, we however feel he was not responsible for his own death, that blame however can't be put on the museum, but lies elsewhere. It is about time that this is pointed out clearly.

The fact that the undead horrors Nil Swifttoast and Dishmap Northmanor have not been dealt with by the Guard is inexcusable. These abominations have terrorized our fair city for over many years now, and claimed the lives of our greatest heroes.
Mr. Spoonedboys is just one of many of their victims, and if no action is taken will not be the last. The guard should take responsibility for the unfortunate death of Mr. Spoonedboys, and should finally put an end to this threat once and for all.

With kind regards,

Onur Whiskybreakfast, Curator of the Museum.

Quote from: Kalsb on November 12, 2013, 05:25:11 pm

Wow... my turn seems so close now. What's the plan for when DF is updated?

A new game will be started, but likely not right after the update. I'd like to have the game run as long as this one, and that means we probably should start only if we know the DF version we start from is stable and without major bugs. Further information will follow once the next DF version is released.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Vgray** on **November 12, 2013, 06:00:31 pm**

Will the new museum be a retired fortress?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 12, 2013, 06:04:30 pm**

The current version of DF has a bug where retired (using DFhack) or abandoned fortresses suffer FPS death after a while. When fortresses have been visited by say, seven or eight adventurers, they are flooded by wildlife and cavern creatures and the whole thing grinds to a halt. I haven't heard anything about this bug being fixed, so most likely we'll stick to a town keep or other bug free structure like we did in this version, it will need some testing after release.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **November 12, 2013, 10:07:00 pm**

Lovely story Bralbaard!

I like to think of Nil and Dishmab as grumpy flat mates sharing a house full of blood and bones, kind of like a Chaotic Evil version of The Odd Couple.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **November 12, 2013, 11:34:42 pm**

Cue Music (<http://www.youtube.com/watch?v=rEjNdcPh3Z0>)

Can two formerly heroic undead horrors live together in perpetuity without driving each other mad?

"Hell is other roomates" ~Nil

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **November 13, 2013, 12:06:35 am**

Quote from: Bralbaard on November 12, 2013, 06:04:30 pm
The current version of DF has a bug where retired (using DFhack) or abandoned fortresses suffer FPS death after a while. When fortresses have been visited by say, seven or eight adventurers, they are flooded by wildlife and cavern creatures and the whole thing grinds to a halt. I haven't heard anything about this bug being fixed, so most likely we'll stick to a town keep or other bug free structure like we did in this version, it will need some testing after release.

It could instead be hosted at a castle. They don't seem to suffer the same fate as player fortresses as far as I've experienced, and also tend to have smaller populations (only a lord/lady, some guards, and maybe the lord/lady's relatives) so it would hopefully be less laggy overall.

We'll also probably have some time to test player forts to see if that bug is dealt with for the next release.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **November 13, 2013, 12:32:46 am**

Oh wow - all those towers would make wonderful wings of a museum...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 13, 2013, 01:09:23 am**

Here's the save game, there's a small new fortress as well, Channeledpower.

<http://www.mediafire.com/?2wcwy70z9ddtbpk>

map:

Spoiler (click to show/hide)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **November 14, 2013, 09:21:27 pm**

The brief and violent death of Leslem Spoonedboys has been recorded in the annals of the adventurers of The Museum. I really love doing this detective work :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 15, 2013, 02:41:53 am**

And you managed to find out a lot of detail as well:

Quote from: kesperan on November 14, 2013, 09:21:27 pm
Struck down by the human zombie "Roarrobust," the reanimated corpse of the human Mimap Fistbreaths, slain by Nil Swifttoast and raised as a zombie by Dishmab Northmanor

has the extra kill been awarded to Nil Swifttoast yet? ;)

Also, playing my own copy of the game, I have found that the game now reliably crashes when visiting Tongsrace, or upon attempts to reclaim the site. Can others confirm this, or is it just my PC?
If so, I'll update the front page with a warning.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **November 15, 2013, 04:17:55 am**

Tongsrace and the town just north of Dinnerwandered, Chuck-something or other.

I looked into the bug and it said that sometimes place files got corrupted, but that they could be replaced by older versions of the same place-files.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 15, 2013, 05:33:38 am**

Pointyfrenzies is the other place that crashes. In that case we know it's likely the presence of a bugged adventurer (evictedsaint)

Do you have a link for the place file thing? I've been unable to google it.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **November 15, 2013, 03:59:04 pm**

here ya go:
http://www.bay12games.com/dwarves/mantisbt/view.php?id=1371 (http://www.bay12games.com/dwarves/mantisbt/view.php?id=1371)
This seems to be a persistent unit bug, rather than a place bug, even though this search brings up a few other cases.
www.google.com/search?q=dwarf+fortress+nemesis+unit+load+failed (http://www.google.com/search?q=dwarf+fortress+nemesis+unit+load+failed)
Also, from Giant-in-the-playground, Many think that: "That error creeps up if your save is corrupted. It mostly comes up when you forcefully exit out using task manager." However it takes quite a few saves to increment to the "Nemesis Unit Load Failed" that will crash a game.

So we may be dealing with a game save file that was corrupted untold saves ago, and has been drifting toward entropy ever since. In short, ladies and gentlemen, we may be witnessing the symptoms of the END OF THE WORLD!

(I wonder if anyone would be interested in going back in the saves to a point where these places are able to be visited without crashing the game and make a divergence point there, an "alternate timeline" game. Just set it up as a stub, then wait for this game world to be entirely unplayable from crashing, then continue on from there? Maybe someone could build a fortress where adventurers could travel back in time" to that point, ensuring a continuity of knowledge of the doomed future and providing all sorts of interesting plot-lines as people re-discover the new timeline.) Just a thought.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 15, 2013, 04:52:13 pm**

From your earlier post I thought the bug could be fixed, but if It can't be, thats no big issue. Both locations aren't essential to the game, so I don't think we should revert to an earlier save. Tongsrace was unplayable due to FPS death before the crash ocured, and actually the fps death thing may be what's crashing it now (the place was completely overrun by cavern creatures). The other place is just a minor village and we know the cause over there is a bugged adventurer.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **November 16, 2013, 05:15:23 pm**

Goden Diamondstarve, sliced off her own arm in a freak minecart accident, then was erased from history. Just one of the many quirks of this game :D

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **November 16, 2013, 05:46:20 pm**

Depending on how you look at it, all bugs are features (and vice versa)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **November 16, 2013, 05:54:46 pm**

Sooooo all features are bugs?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **November 16, 2013, 08:33:50 pm**

I think it's like squares and rectangles. All bugs are features, but not all features are bugs.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **November 17, 2013, 12:55:58 am**

wELL, LIKE i SAID IT'S ALL IN PERSPECTIVE.

To a real-time fps gamer, all the features in DF really are bugs in an otherwise good game. If we just got rid of all the ascii characters, multiple redundancies of stuff, sandbox game world and creative play, we could then make this a game where inifinite variations of stuff to shoot could be generated in pixel-perfect perfection, along with 15 other illiterate spawn campers.
[/sarcasm]

Sorry guys, I didn't mean to snit - dealing with kid sister being stupid again issues. Don't mind me.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **November 17, 2013, 02:26:46 am**

Hey, you think kid sister is bad? I have an *older* one

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **November 17, 2013, 02:36:15 am**

Spoiler (click to show/hide)
Deleted because it had nothing to do with The Museum

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 17, 2013, 09:55:05 am**

No response from lurker Z, he hasn't been active for a while so we will move on. That makes it Moon Label's turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Moon Label** on **November 18, 2013, 08:57:57 pm**

Thanks for the PM.

I'm sorry to follow up a no-response with a pass, but I'll have to pass my turn to the next person. As much as I love dorfing, my hands are a little full currently.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **November 18, 2013, 10:04:50 pm**

I guess that makes it Niyazov's turn now then.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 19, 2013, 02:12:37 pm**

Indeed. I'll send him a PM.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **November 25, 2013, 07:12:21 pm**

Any word from Niyazov?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 26, 2013, 03:25:20 pm**

None.

That makes it Kalsb kalsb's turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **November 27, 2013, 04:14:42 pm**

Awesome, I've been waiting so long for this!

~~Where is the last save~~ and do I have until next Wednesday?
I see Bralbaard has already PMed me the save. I'll get started ASAP.

Also, I'd like to point out that the "b" in my name is not capitalized.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 27, 2013, 04:46:37 pm**

You have until next wednesday/thursday, depending on timezone and such things.
You can upload the save game at the end of the period and write your story afterwards to save some time.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **November 27, 2013, 05:46:02 pm**

Got it!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Nerdfighter_619** on **November 27, 2013, 11:56:56 pm**

Please remove me from the turn list. DF no longer works on my computer. :'(

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **November 29, 2013, 03:09:47 pm**

I think I'll start writing my story now:

This is the story of a young Dwarf named Kalsb, Kalsb Logemnal. He grew up in a dwarven hamlet where they mostly tended the plump helmet fields and occasionally hunt the local wild life. Kalsb did not want to stay there and be a boring farmer. He fantasized of the sword and all the adventures he could have and, most importantly, of the far away museum in Omon Woge. He heard many stories and decided he would top all of them in his short and reckless life. After gathering his prized bismuth bronze short sword, old copper shield, and a weeks supply of food, he decided to set out. Unfortunately, he was lost and had no idea what to do. So, he asked a neighbor if there was anything nearby that would earn him some glory. He was directed at a couple of werebeasts that were weak to copper. Seeing as he just started his career he decided he'd go and do something a bit less risky.

Travelling south, Kalsb came across a small village. He decided to visit the nearest house to introduce himself to the locals. Inside the house he saw a dwarf and two goblins. Kalsb had never seen goblins before and was not quite sure what to expect. He decided to put his best foot forward and kindly introduce himself. Unfortunately, the goblins were not as kind and accepting as he had hoped. So instead, he turned to the dwarf. The dwarf seemed a bit worried and kept glancing over Kalsb's shoulder. She revealed to him that she was actually a prisoner! Snatched when she was a mere child and has been stuck there for almost 100 years. Kalsb looked behind him to see the 2 goblins advancing towards him. Assuming the worst, Kalsb freed the 102 year old child and prepared a fighting pose. The 2 goblins were untrained in any weapons, unlike Kalsb, and were felled with ease. Before Oddom, the ex-prisoner, could properly thank Kalsb they were interrupted by a ruckus in the next house. Upon furter inspection, a travelling Dwarven merchant was fighting for his life as another 2 goblins tried to kill him. Kalsb quickly slew the goblins before too much harm could come to the merchant. The merchant thanked Kalsb and gathered his goods so that he may return home in one piece. It occurred to Kalsb that there may be more Dwarves in this village in need of his help. The occupants of the next house he entered were apparently waiting for him because after he open the door he barely had enough time to dodge a bolt. Kalsb went house to house checking for dwarves in peril. Despite the goblins' eagerness to kill him on sight, it was not Kalsb's goal to return the favor. That is, until Oddom was caught in a mob that was meant for him. After hearing her cries for help he immediately back tracked in an attempt to save her, but by the time he reached her it was too late. In a blind fury, he charged into the mob flailing his sword everywhere. Before the goblins could overwhelm him, a sudden calmness came over Kalsb. He had entered martial trance! He deftly swung his sword left and right, cleaving through each goblin's skull with ease. A few realized that Kalsb was a bigger threat than anticipated and decided to run. After, it was done Kalsb was still upset and continued to go house to house with the intent of slaughtering everyone there. When it was all done, it was just a ghost town...

Kalsb had decided that he should go back north so that he may have a place to stay when night falls. He had to cut through an evil biome and decided to kill a couple animals on the way there. Night had just arrived as Kalsb had arrived to the next village. Once again, it was full of goblins, no dwarves though. Luckily goblins have to sleep too and when only one goblin tried to attack Kalsb it was dispatched with ease. But Kalsb does not forgive easily. Once again he went to each house and slew all of them in their sleep. An unpleasant surprise for anyone guarding the door as Kalsb is fast and strong. When he finished at the last house, a wicked idea came to him... Maybe, it was the lack of sleep, or the unbridled rage, but Kalsb reached over his latest victim, picked up his head and put it into his bag. He then proceeded to a few other victims and took their heads too. With his, new sack of heads, he continued merrily on his way to the nearest dwarven town for a good night's rest.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **November 30, 2013, 04:24:29 am**

A promising start..

Quote from: Nerdfighter_619 on November 27, 2013, 11:56:56 pm
Please remove me from the turn list. DF no longer works on my computer. :'(

That's unfortunate.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kibaseviltwin** on **November 30, 2013, 04:16:50 pm**

how does one join the list for this game?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **November 30, 2013, 09:50:37 pm**

Quote from: kibaseviltwin on November 30, 2013, 04:16:50 pm

how does one join the list for this game?

Ask.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **November 30, 2013, 10:04:19 pm**

Quote from: Putnam on November 30, 2013, 09:50:37 pm

Quote from: kibaseviltwin on November 30, 2013, 04:16:50 pm

how does one join the list for this game?

Ask.

And though shalt receive

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **November 30, 2013, 11:28:05 pm**

Pleeeeeeease give Combine Locks a visit if you've just started your adventurer, guys! It's definitely worth your while!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 01, 2013, 02:56:15 am**

Quote from: kibaseviltwin on November 30, 2013, 04:16:50 pm

how does one join the list for this game?

I've added you to the list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **December 01, 2013, 12:41:44 pm**

Quote from: Th4DwArfY1 on November 30, 2013, 10:04:19 pm

Quote from: Putnam on November 30, 2013, 09:50:37 pm

Quote from: kibaseviltwin on November 30, 2013, 04:16:50 pm

how does one join the list for this game?

Ask.

And though shall receive

It was bothering me...

Quote from: evictedSaint on November 30, 2013, 11:28:05 pm

Pleeeeeeease give Combine Locks a visit if you've just started your adventurer, guys! It's definitely worth your while!

I'll see if it's nearby but I won't promise anything.

Now, back to the story:

It seems I forgot to mention that as Kalsb was stabbing goblins in his sleep that he was caught in an evil cloud. At first nothing seemed to happen, but then he started exuding pus all over him. At least he'll never go thirsty now...

After stopping by another dwarven hamlet, Kalsb rested up and explored the town a bit. Though no one seemed to care that he was slaughtering goblins all day yesterday, he found an excited marksdwarf that was prepared to join him on his future exploits. Upon further inspection, Kalsb had found that a couple of warriors of the village had met their ends. He noticed a nice bismuth bronze breastplate and a marvelous steel helm. Kalsb figured no one would miss them and decided to use them himself. He also found a sack of plump helmets and picked up another bag to separate his severed heads from the rest of his stuff.

After noticing all his pus, Kalsb decided he would try to clean himself in a nearby river. On his way there he was approached by a small pack of wolves. With quick thinking, Kalsb hurled both his sack of plump helmets and his sack of heads at the wolves. One was killed instantly by the fungi and the other was severely crippled. When he was done Kalsb noticed most of their heads were just lying around. Why should he discriminate what heads he decides to take with him?

Unfortunately, the river was quite shallow and not deep enough to properly wash away the pus. However, Kalsb was quickly cheered up when his companion shot a deer on the otherside. The deer fainted and Kalsb wasted no time in lopping off its head to add to his collection.

After realizing there was nothing to do at that hamlet, Kalsb and his new companion travelled east. On the way Kalsb visited a few lairs and slayed their inhabitants. He also came across some proper rivers to try to wash the pus off but it was futile as more took the place of that which was washed off. For a few days, Kalsb would just wander from hamlet to hamlet but not much happened, other than the marksdwarf trying to learn how to swim.

For most of Kalsb's journey, he found himself in evil biomes. Other than the creepy ground and that one cloud, it was kiind of boring. However, it occurred to Kalsb that there was a good biome to the southeast. Eager to experience something new, he dragged his companion in that direction. It was such a beautiful sight! instead of disgusting tendrils and eyeballs on the ground there were pretty blue bubbles that made Kalsb feel a little giddy. But nothing could quell his lust for disembodied heads and, when he set his eyes on a group of majestic unicorns, he knew what must be done. He threw the sack of heads and plump helmets, which weighed him down considerably, and gave chase. Until this moment, Kalsb had never known pain or fear. He had underestimated the dangers of the unicorn and its horn. As he closed in on it, he threw his dagger at it and then charged. The unicorn charged back. It stabbed his leg, his sword arm and various other body parts. Kalsb realized he bit off more than he could chew and decided to back off as the unicorn ran off with his dagger embedded in it's belly while he slipped into unconsciousness. When he came to, he gathered his stuff, and fainted again. Hours went by as Kalsb slipped in and out of unconsciousness. When he realized that he wasn't gonna faint again, he was enraged that a dumb animal could do what an angry mob couldn't. He wanted a unicorn head and by Armok he was gonna get one. He crawled towards a couple of unicorns and he would have never made it to one of them if it weren't for the help of his companion. To the marksdwarf, it must have been a silly sight. To see an angry, crippled dwarf crawl madly to a majestic unicorn after he had just had his ass handed to him by anther one. When Kalsb reached the unicorn, it was already in pain to to the crossbow bolt in its leg. Kalsb pushed it over the edge and, after it fainted, he mashed its head in with his sword, then took the bolt out of its leg and dug out its heart and cut off its horn. (OOC: For some reason the game calls it a "unicorn horn horn". Why?) While, it's not the entire head, it will have to do because Kalsb needed to rest and let his wounds heal. Luckily for him, nothing was permanent. He'll just have a few scars.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 01, 2013, 04:54:21 pm**

If you slice off the horn from the unicorn when it is still alive - "the severed part flies off in an arc" - then you get "unicorn horn." One of these was submitted as part of Dishmab Northmanor's sack of spoils.

If you kill and then butcher the unicorn, you get as part of the butchering process horn from a unicorn horn = unicorn horn horn.

If you want an intact horn, beat the animal into submission and hack off the horn while it is unconscious. Also, unicorn meat is delicious!

Good luck with your continued frenzied head-chopping! Do you know roughly where you are on the map? Are there any forts nearby?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **December 01, 2013, 06:44:30 pm**

I chose the civilization "The Somber Rope" which is just above Australia. There don't appear to be fortresses in the immediate vicinity, however, I might take a look at Northevil and Deathtraps on my way to the museum.

I just looked at Legends Viewer to see what was nearby. Now that I've looked at the first post I see that there are a lot more sites to visit on my way to the museum.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **December 03, 2013, 04:25:27 pm**

Turns out my plans were dashed... Just as it was time to set them in action too...

After sleeping off his unicorn related injuries, Kalsb decided that good biomes were overrated and moved away from it. He travelled from werebeast lair to werebeast lair, none of which provided much of a challenge to him. Throughout his travels, Kalsb found various pieces of steel armour. Being a dwarf, Kalsb knew that these armor pieces were precious and would help protect him. Unfortunately, they also slowed him down considerably which is a key part to combat. He decided to lounge around between two towns for a few days, one of which had obviously seen some battle. Finally, on the 22nd of Slade, Kalsb set out to remove ALL the werebeasts that infested this part of the world. However, before he could realize his goal, he was stopped in the Hills of Haunting. This would end up being his not-so-final resting place. As the sun set, a group of goblin bandits approached him. Kalsb was not impressed for he had started his adventure slaughtering mass amounts of goblins, and that was before he was fully clad in steel. He immediately chucked his sack of heads and charged. Or... more so stumbled. Kalsb had never actually been in combat wearing heavy armor before. He always relied on his speed and agility to keep himself out of harms way. He had not realized his mistake until it was already too late. He was surrounded... No way out. His companion, who had run out of bolts long ago, was quickly slain. His only hope was some movement in the bag he threw. His last sight was of all his severed heads coming towards him...

The severed heads were actually quite bothersome to the goblins. While nothing was fatal, a few lost fingers and toes. Others suffered sever bleeding in their limbs or even cut nerves. Luckily for them, the two dwarves they had just slain did not reanimate as often and, when they did, were not capable of causing much harm before being put down. The goblins eventually left and now Kalsb is left alone with his gang of severed heads...

I was very upset when I died, I just kept mashing "." in hopes that something would avenge me. I was hoping that since there was an abundance of werebeasts in the area that I could finally have my first werebeast character. My original plan for a submission was my own severed werebeast part and the heads were just a backup/hobby. Unfortunately, I failed to level up my armor user skill before a real threat came along. Oh well, live and learn. I'm gonna see if I can get a fortress up before turning in the save.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 04, 2013, 01:37:57 am**

Aack! Murdered by the severed head of one of his victims.. at least its an interesting death for the statistics page.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 04, 2013, 03:06:48 am**

Mauled to death by a sack of undead severed heads... very dwarfy!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **December 04, 2013, 07:57:18 am**

Oh, it seems I was a bit unclear. The goblins killed me. It's just that on my last turn the severed heads had entered my FOV. What I meant by the last sentence was that Kalsb was focused on the heads before he was killed.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **December 04, 2013, 02:52:04 pm**

I was playing a bit on the latest savefile and I found a Child that was 99 years old.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **December 04, 2013, 03:31:45 pm**

Yeah, my first companion, the prisoner, was 102 and said she was a child.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 04, 2013, 03:40:14 pm**

Yeah, the game has already run for 98 years, maybe we'll reach 100 now that Kalsb is building a fortress. Children age in this DF version, but they never grow up..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **December 04, 2013, 04:42:03 pm**

I wonder if children also die of old age or if that age is determined after they've made the transition to adulthood? We might get a Never Never Land of perpetual children after awhile if this latter is true. (Hmmmmm)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **December 04, 2013, 04:51:18 pm**

Quote from: Timeless Bob on December 04, 2013, 04:42:03 pm
I wonder if children also die of old age or if that age is determined after they've made the transition to adulthood? We might get a Never Never Land of perpetual children after awhile if this latter is true. (Hmmmmm)

Exact date of death by old age is determined at birth.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **December 04, 2013, 04:52:53 pm**

Ah well - it was a thought.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **December 05, 2013, 10:47:55 pm**

Due to a bunch of errands popping up today, I was not able to get my fortress to a suitable spot. Perhaps it will be finished at a later date.

I am having some problems with mediafire and can't upload the save. This is my first time uploading anything so I'm not really sure what I'm doing. It keeps saying connection or permission problems but I'm the admin and my connection is obviously fine. I'll try again tomorrow and help would be appreciated.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 06, 2013, 01:27:37 am**

I've had similar problems with mediafire, for me its browser dependant. Firefox doesn't work, but explorer (which I wouldn't otherwise touch) does.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **December 06, 2013, 03:05:00 pm**

I'm using chrome and right as I posted that yesterday, my internet went a little wonky. I didn't even know that post went through...

Anyway, I'm gonna try again and possibly mess with some wires.

EDIT: Upload was a success: <http://www.mediafire.com/download/sdmes1js54haryw/The+Museum+turn+51.zip>
I didn't have to mess with any wires but youtube still doesn't work so I'm gonna do it anyway. To those that care: I just hooked up Sprint's Airave and while I have not noticed any better service I have noticed my internet is worse.

Also, slap me right back on that list, I need to avenge myself!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 06, 2013, 05:43:28 pm**

Here's the latest map, with the new fortress, Palechamber, added.
From Dinnerwandered you have to travel far to the south to get there.

[Spoiler](#) (click to show/hide)

I've added Kalsb for another turn, and have send Furohman a PM.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 09, 2013, 11:52:31 am**

Kalsb's stats added to the adventurer's roll call of honour!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Coolrune206** on **December 10, 2013, 10:33:39 pm**

Put me on the list, and please email me when my turn is ready.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 12, 2013, 12:37:45 am**

Done.
Also, I'll send the next person a PM, Furohman did not show up.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **December 13, 2013, 12:13:51 pm**

I've got a cool idea for my turn. I probably won't make it through the quest but it seems cool to do.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **December 13, 2013, 03:59:15 pm**

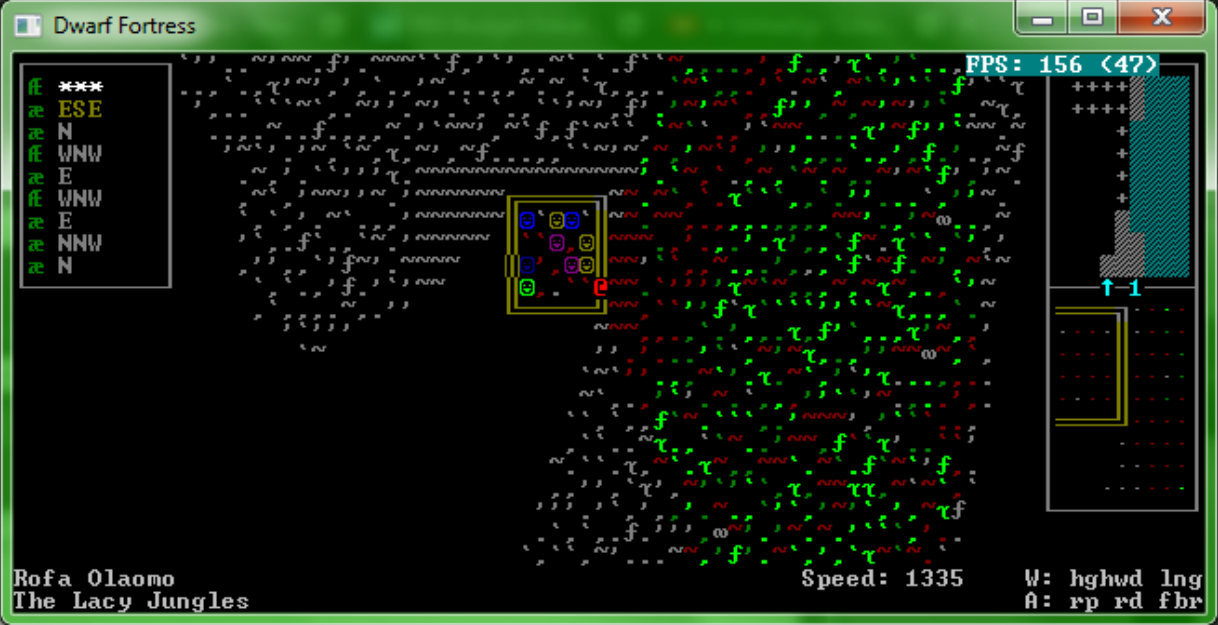
The adventures of Rola Olaomo.

I began like many elves: in the mysterious places of the forest, hidden from the mundane humans. But as I developed, I never had the same connection to the animals of the land as my brethren.
Very Low Empathy
The enchanted trees of our forest retreat seemed to know this: I was the only elf child who'd ever gotten lost in the forest. Needless to say, I'm not too attached to the forests.

It is because of this isolation from the world, it is said, that I have no pity for the suffering of the animals and the trees. Instead, I've honed my body and skills toward combating the dangers of the world. The wars with the humans have halted completely for almost a century... And I've been tasked with finding out why.

I traveled far from my home, heading south. The bandits were easily evaded in the forests, but once I got the the plains it became much harder. I set my sights on the southern mountains because of the smoke I saw there. Mountains weren't usually where humans built their homes, but maybe almost a century without warfare had driven them mad. Well, madder than usual.

I arrived in midmorning on the 22nd of Malachite and walked up the slopes to the nearest house. I could almost hear the wooden walls screaming in pain... and a sick smile touched my lips. Opening the door, I almost jumped when I saw dwarves crowded inside, conversing in their strange tongue.



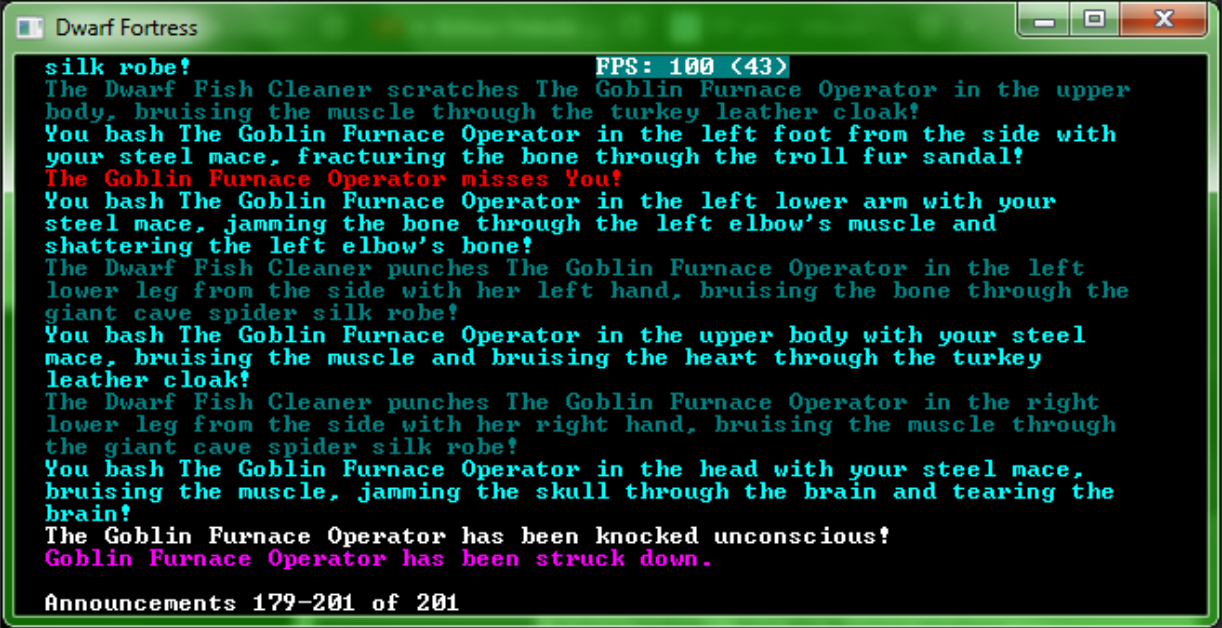
Remembering what the merchants of our people had taught me, I ask them why they aren't in their underground fortresses. They stay completely silent. Instead of continuing on this path, I decide to ask them where I can find some humans. They say that I should travel straight north, and also mention a Museum far to the north that sits in the capital of the human civilization Omon Woge. That will be my destination. After all, museums are storage places for history, and it will likely have a record of what keeps the humans from their wars.

I enlist the help of one Melbil Enkoszulban so that I don't have to search desperately for shelter every time the sun sets and begin the march to Dinnerwandered.

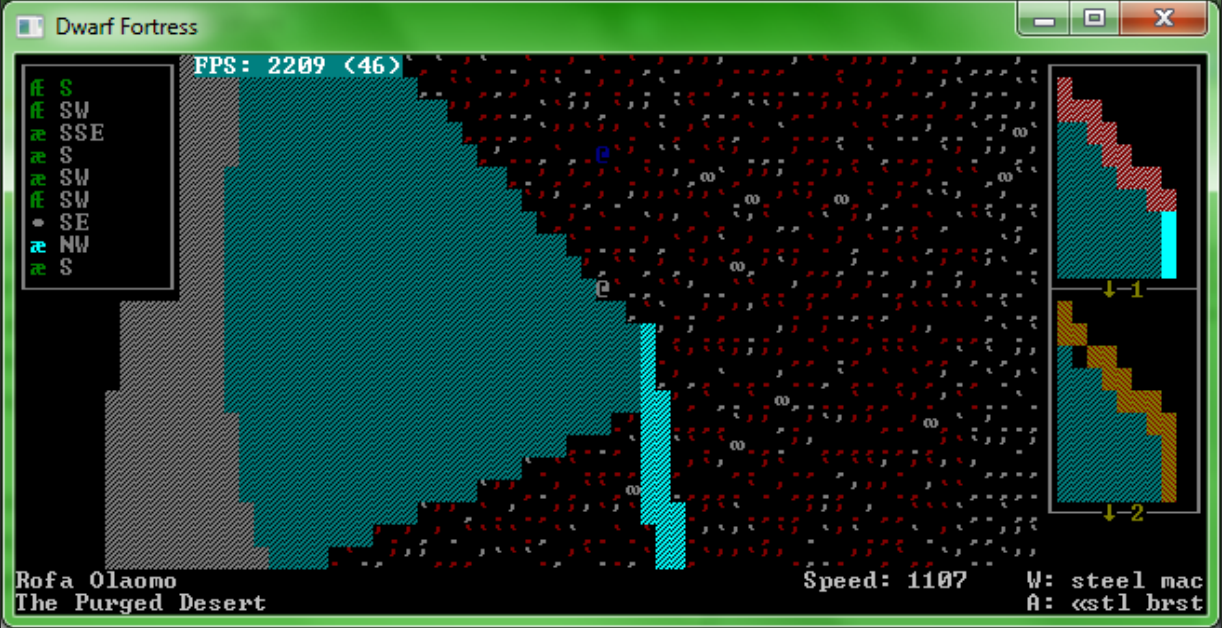
Once we passed through the mountains, we walked into a horrible area filled with plants that blinked at us and tentacle grass that pulled at our clothing. Spotting a village a short walk away, I lead us over to find shelter before the sun set. We walked through the farms that they somehow scraped out of the evil soil until we came upon a building. I open the door slowly, and the conversation inside dies instantly. Inside there are goblins, horrible creatures that frequently sent raiding and logging parties into the forests we lived in. It was on them that I honed my killing skills while I

was young. They take one look at me and see the image of two mountains – the symbol of the nearby dwarven civilization – on the breastplate I had pilfered from a house in the village I recruited Melbil from. I slowly step back and close the door.

“Let’s go somewhere—”one of the goblins from inside runs out and attacks Melbil before I can finish my thought. She reacts with several savage blows before I know what’s going on, but I quickly join her and start bashing him with the mace I had also taken from the village.



Instead of staying here to be slaughtered by a hundred angry goblins, we move north to try to get to the next village. As we’re making our way north, constantly vigilant for angry townspeople, I spot something.

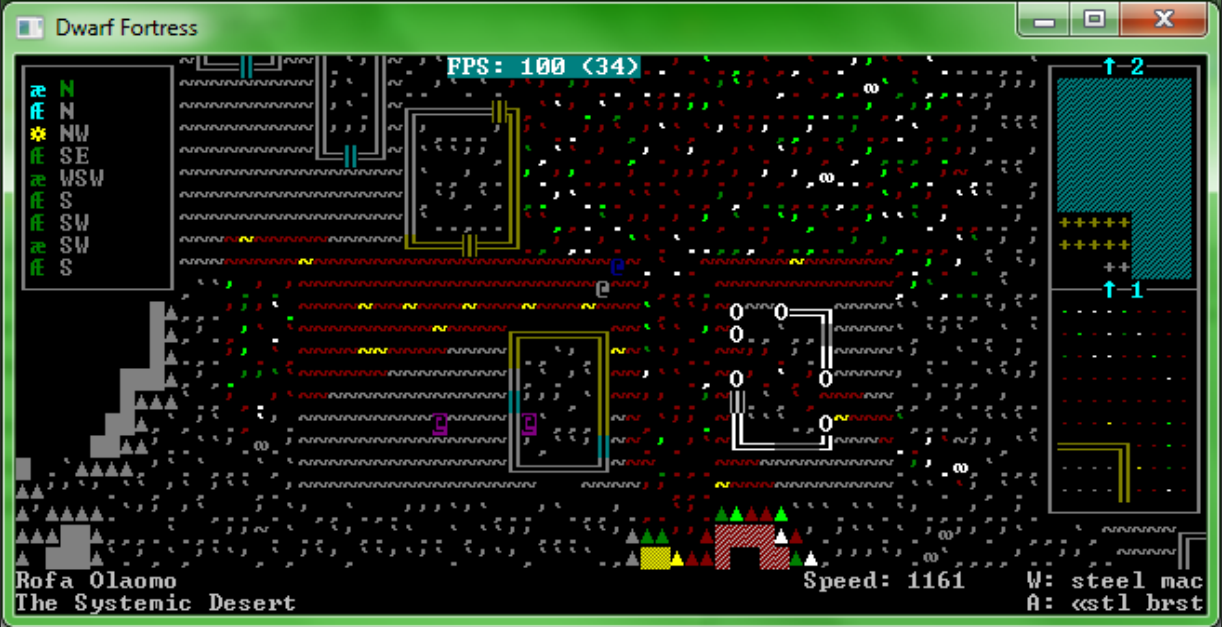


A massive waterfall, completely frozen with the night cold. If we weren’t so unwelcome here, then I would stay and marvel at it for a little longer. We leave the village behind and follow the river north, toward Dinnerwandered. When the sun sets soon after, I build a fire and we make camp for the night.

Early the next morning, long after the fire burned into nothing, I kick Melbil awake and we make our sleepy way north again. After a few hours and a freezing river crossing, we arrive at the village of Masterticks. I hope that this one isn’t filled with angry goblins; something tells me they won’t be happy to see me.



Abandoned,



Completely abandoned. Well, at least it’s not filled with angry goblins. That’s what I thought at first, anyway. After looking in every house, I find one with some seemingly friendly goblins and one disease-worshipping human. I knew they were mad, but revering illness? I need to avoid this human.

The goblin in charge, an administrator, is far more interesting:



Surely he knows what has caused the humans to stop going to war.

"I was sent from my home, hidden in the forests, to discover why the humans have ceased their aggressive behavior toward us for almost a century. Do you know?" I patiently await his response while he strokes his recessed chin in thought.

"I think," he begins slowly. "I think you should look around the village."

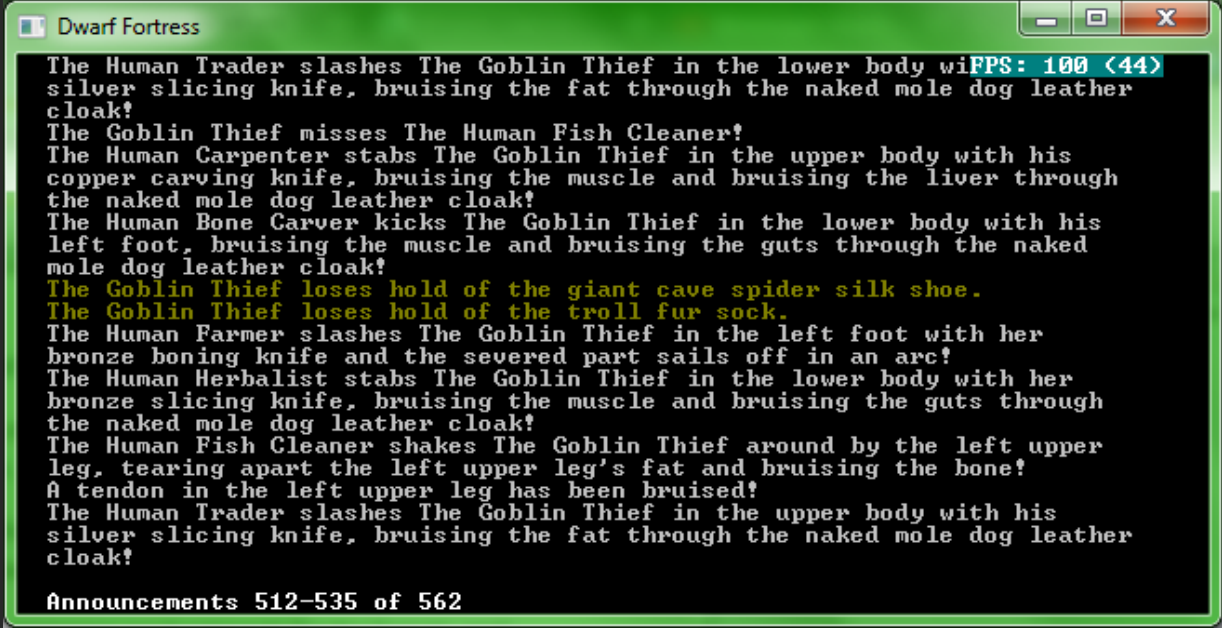
"Why? There's nothing here. Just abandoned, decaying... oh." I realize, suddenly, that I've seen no trace of life here other than the ageless goblins and one human.

He nods. "You understand. This is good. The humans, and even the dwarves, have been struck by a strange illness. Breeding is impossible. Children do not grow. Surely your retreat has seen the same?"

"We elves reproduce slowly once we have completed the necessary enchantments for the forests, and do not age. My birth being one of the few in the last century is not strange."

"I see," he says. He starts polishing his shield, obviously thinking this over. I notice that his breastplate has an image of two mountains on it.

I offer to bring him along with me, but he politely declines. Having had quite enough of this place, I start walking north yet again. After a few days, stopping only to sleep and to drink, we find our way to the human village of Pickpets. Since the sun is setting, we introduce ourselves and ask if we can stay the night. When they say yes, we find ourselves a corner and promptly fall asleep. At dawn we are loudly awoken by the sound of violence.



Apparently, a goblin thief had snuck in – probably to avoid the bogeymen – and the villagers just started ripping him apart. I scramble away from the melee and watch as the mob beats the poor creature to a pulp. My "interesting mornings" quota fulfilled, I go to the nearby river and have a drink.

"We should be only about two days away from the museum," I say to Melbil.

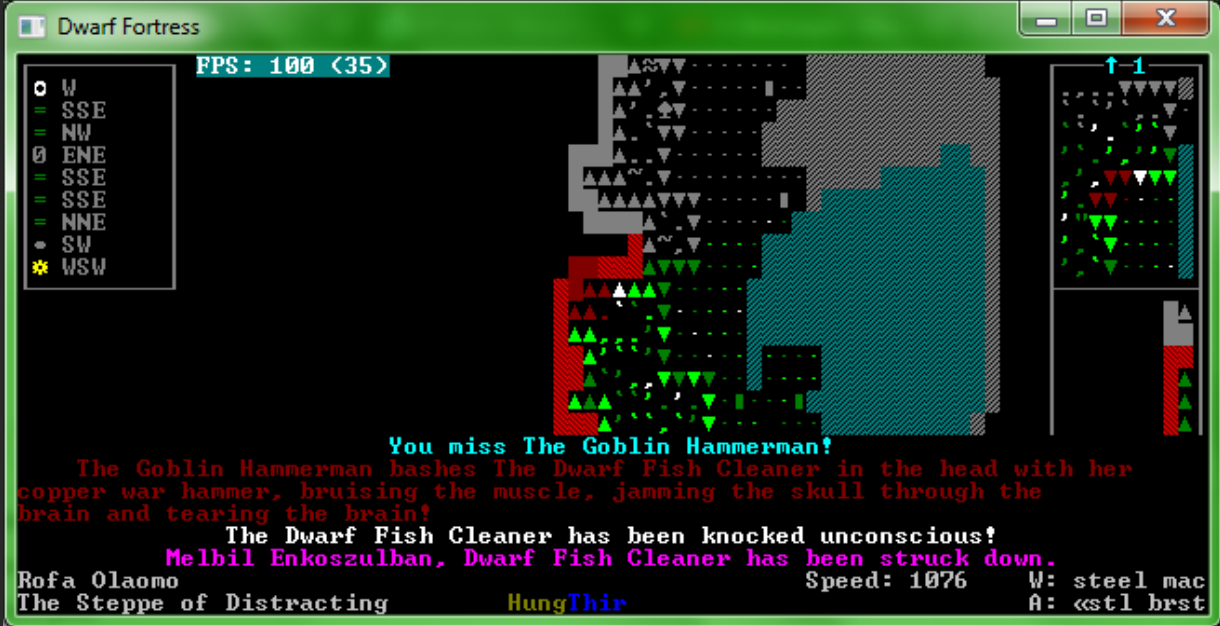
"The Museum," she corrects.

"That's what I said."

We start moving again, but we don't get far before we are ambushed by bandits.



I try to get to her in time, but Melbil is cut down too quickly. If only she had been wearing armor. Oh well.



And so am I. Damn that hurts.



The save is here (<https://www.mediafire.com/?5hjstuggu4ogvlt>). Also, sign me up for another turn, please.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 14, 2013, 04:35:39 pm**

I like your narrative style.

Shame about being hacked to death by goblins though :(

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **December 14, 2013, 04:50:01 pm**

Sooo the most Dwarvenly Elf in existence gets hacked to pieces by Goblins? Wow, he really was like a dwarf :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **December 14, 2013, 06:21:25 pm**

The Elven eugenics program seems to be about placing goblins and other hazards like bogeymen in advantageous positions throughout the world. Only those who stay home ever survive to reproduce, (except for the humans and dwarves, of course - those mutants...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 14, 2013, 06:21:47 pm**

Argonnek's character added to the adventurer list!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 15, 2013, 02:16:45 pm**

I've send Gnorm a PM, and I'll add Argonnek back to the list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Gnorm** on **December 15, 2013, 04:58:49 pm**

I've begun my adventuring of this world with a female elf peasant, who is an unfortunate distance from the Museum. Hopefully, her travels will make it that far.

Chapter I: The Mountain Goat

Pevó Etinimathi appeared to be no more adventuresome than any other elf in Ave Anomi. She awoke each morning to work in the fields, picking rope reeds to spin and weave into common cloth. Although she acted reluctantly, she gave no utterance that she planned to break from this quotidian routine. One day however, it was discovered that she had left her home to do something more profound with her indefinite lifespan than tend to the fields. Instead, she would attempt to become a legendary adventurer.

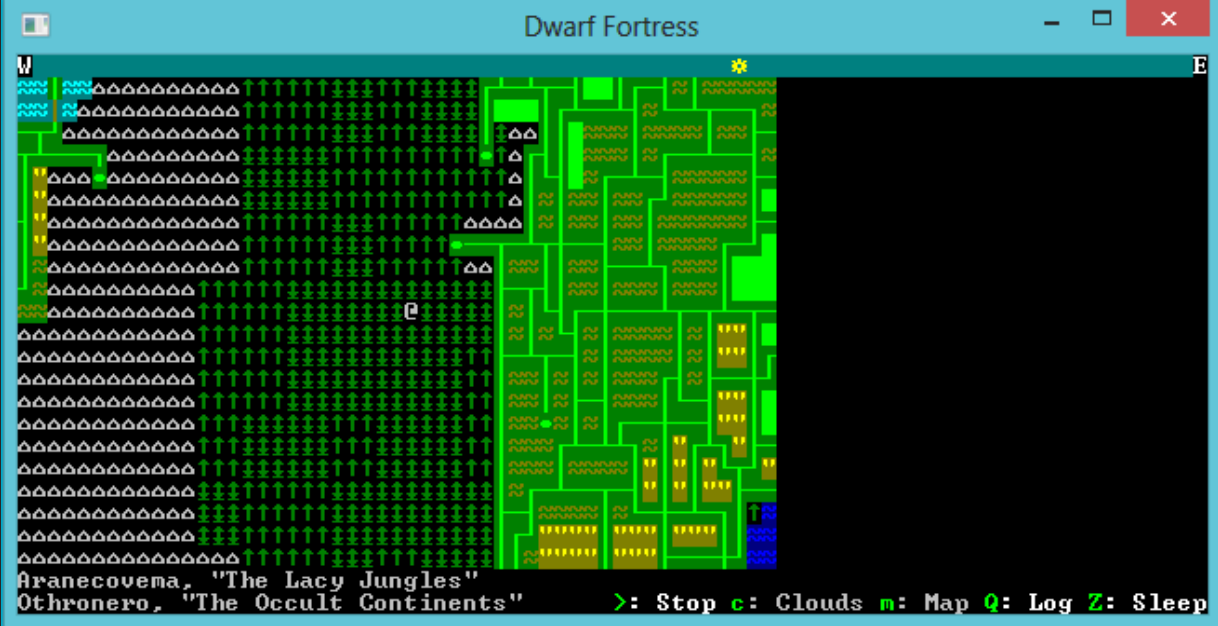
After several days of travelling, Pevó found herself within a Dwarven hamlet.



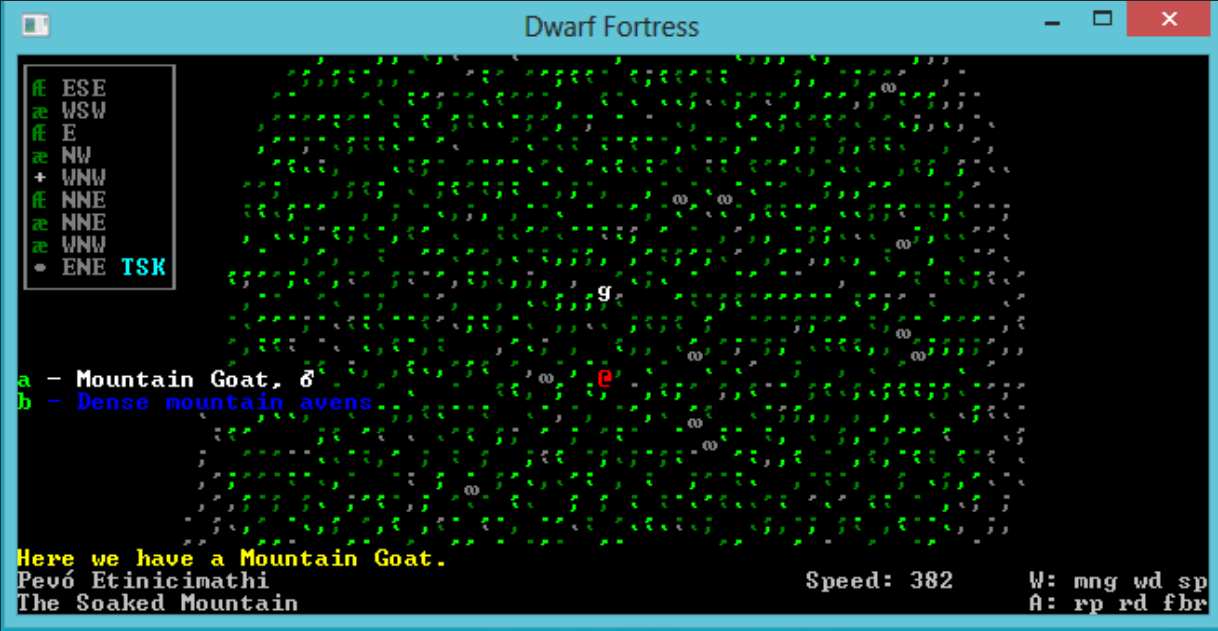
She began then a conversation with what appeared to be a local leader.



To our heroine, this seemed to be greatest stroke of luck possible for her. She had just left her home, and already she was given a quest to slay a monster. She realized, however, that she needed to hone in her skills with her wooden spear, and went into the surrounding wilderness to practice on the nearby wildlife.



It took time, but eventually she found herself the perfect creature to best in combat.



She crept slowly up to the goat, grasping the wooden weapon in her hand. With a mighty charge, she plunged her spear into the animal’s front leg, tearing the fat. The goat wanted to fight back, to scream, or to run away, but the mystical energy that surrounds elves such as Pevó kept it fully under her control. She attacked with her weapon, aiming this time at a rear leg, and obtained similar results. Two more attacks to the lower body and the creature’s organs were torn and bruised. The fighting continued on for what seemed like hours, but eventually the beast’s wounds accumulated, and its lungs failed it. Pevó now had a corpse on her hands, as well as a backpack empty of food. Taking her dagger, she butchered the creature, obtaining some meat and sweetbread.

With her first kill done, she decided that it was time to begin her quest to the lair of the werebeast.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 15, 2013, 06:08:11 pm**

Well this should be challenging! A peasant with a wooden spear? O.o

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArFY1** on **December 15, 2013, 06:26:52 pm**

The Museum-Home of of the Bearded Elves Society. Admission Price-Ale. If none is brought; Wooden spear through the leg.

The Museum-Breeding yesterday's Elves into today's Dwarves!

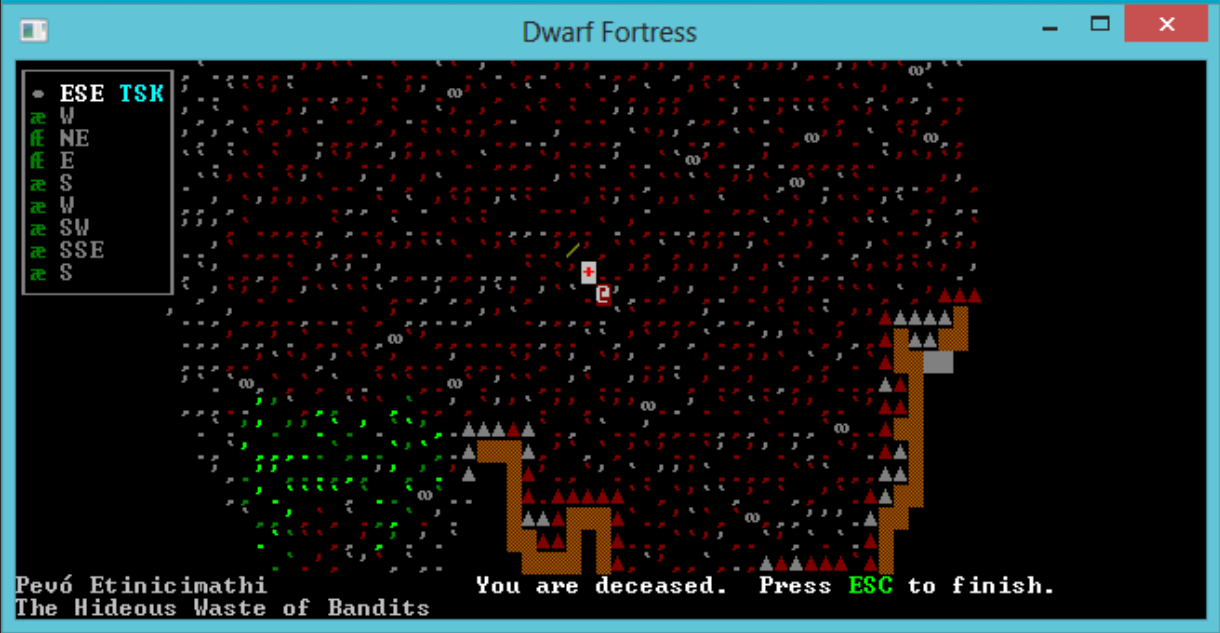
Title: **Re: The Museum: Adventure mode succession world**
Post by: **Gnorm** on **December 15, 2013, 11:13:51 pm**

Chapter II: Skeleton Man

Our heroine continued to travel through the mountains, slaying several helpless creatures in the process. Eventually, she found herself upon terrible lands, cursed with evil. There, she fought against hoards of undead birds. Eventually, she was right next to the lair of her target when she spied a new creature.



She thought that she could best this foe with even her wooden spear. Her adventuring career came to a swift end, however, when the skeleton bashed her in the head with its sandal, destroying the brain.



The soul carries on to the afterlife, but the body remains. Perhaps, one day, the corpse will rise again to wreak havoc on another unsuspecting adventurer.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 16, 2013, 02:19:31 pm**

Another unfortunate end.. Are you building a fortress now?

I like how all the nightcreatures we have slaughtered are slowly being replaced with new creatures created during play: creatures from fortress sites, and previous adventures. I would have expected that the world would have been empty after 100 years of pillaging and hunting, but the emptied sites are being filled with random undead and monsters. Toady did a great job there.

It would be interesting to look up the history of that undead that killed you.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **December 16, 2013, 03:52:59 pm**

Hey, remember all those mummies I awakened when Bora first started his adventures? Yeah... Have fun with those "abandoned and perfectly safe" lairs.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **December 16, 2013, 04:42:11 pm**

I did a test re-embark on The Tower of Seers - three FB's quickly dismembered the party. Adventurers are able to tromp through unmolested, however. Yet one more interesting factoid about Dinnerwandered: It's home to a cursed tower haunted by three guardian beasts.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 16, 2013, 06:09:03 pm**

Quote from: Eric Blank on December 16, 2013, 03:52:59 pm

Hey, remember all those mummies I awakened when Bora first started his adventures? Yeah... Have fun with those "abandoned and perfectly safe" lairs.

Yeah, I remember those .. I suspect one of those ended up haunting the tomb of heroes, it probably came from one of the nearby lairs and followed me into the site. It ended up killing quite a few adventurers too.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Gnorm** on **December 16, 2013, 07:51:52 pm**

Quote from: Bralbaard on December 16, 2013, 02:19:31 pm

Another unfortunate end.. Are you building a fortress now?

...

It would be interesting to look up the history of that undead that killed you.

I've begun a difficult operation on a coastline. Hopefully, someone will be able to actually reach it if its any good. As for the skeleton, I found nothing interesting in the legends.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Goosie** on **December 16, 2013, 09:50:31 pm**

I wonder how the update will affect the adventuring? It'd be really cool to see someone capture a town or something and then take the former leader's corpse to the museum as a trophy.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Furohman** on **December 20, 2013, 08:20:45 am**

Sorry for not responding to my turn, was a very busy time for coursework and exams, so bad timing. Didn't check the forum for a while... :-[

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **December 20, 2013, 03:47:36 pm**

Quote from: Goosie on December 16, 2013, 09:50:31 pm

I wonder how the update will affect the adventuring? It'd be really cool to see someone capture a town or something and then take the former leader's corpse to the museum as a trophy.

Oh, it's going to change EVERYTHING. The combat/move speed split alone is probably going to put a lot more adventurers six feet under until we become proficient with it.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **December 20, 2013, 09:37:23 pm**

Quote from: Eric Blank on December 20, 2013, 03:47:36 pm

Quote from: Goosie on December 16, 2013, 09:50:31 pm

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Oh, it's going to change EVERYTHING. The combat/move speed split alone is probably going to put a lot more adventurers six feet under until we become proficient with it.

Nah, there'll be no time to bury the adventurers. It'll be such a mass die-off of adventurous types that the townspeople will be forced to dedicate a whole segment of the population just to dragging adventurer corpses out of the city limits to be eaten by carrion birds.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **December 21, 2013, 02:59:51 am**

Do you think the villagers will actually retrieve and bury heroes? I can see a long line of pyramids a few years later, as hero after hero is interred in a tomb...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **December 21, 2013, 02:19:46 pm**

Unfortunately I don't get the impression that villagers will be that involved in their heroes' lives and deaths. And toady did say they won't be making new permanent structures like tombs or new sites this release. Our corpses and items will more than likely be left out in the woods where the goblins/bandits/dingoes jumped us. Alternatively, our corpses could become animate and stalk the living if we die in the right biomes, which is guaranteed to be worlds of Fun.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **December 21, 2013, 05:22:44 pm**

That's too bad. It's be fun to travel to a place where a tombstone or statue had been erected in honor of a fallen hero. I mean, little shrines here and there consisting of tombstones and statues out in the wilds... maybe a lone cottage with former companions inside as tomb-tenders nearby - what fun that would be to visit as another adventurer and hear about the various histories of the site! Sorta the same as "The Tomb of Heroes" in this game, but with less lethality. (or not, depending on how active the dead heroes are)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Gnorm** on **December 22, 2013, 09:34:46 pm**

Here is the save. (http://www.mediafire.com/download/ta59ziab8y491pa/The+Museum.zip)
My fortress attempt was a failure, I'm afraid.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **December 23, 2013, 12:29:40 am**

I wonder if there's a hack that would make a minecart think it was being given a speed boost, like what happens on impeller ramps? Apply that whenever it hits water and we'd have ourselves some viable boats... Man, this is some good beer...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 23, 2013, 04:33:04 am**

The Castle of Urges has been added to the map, and NAV has been notified of his turn.

Here's the map with the new site (on the island to the east):

Quote from: Timeless Bob on December 23, 2013, 12:29:40 am

I wonder if there's a hack that would make a minecart think it was being given a speed boost, like what happens on impeller ramps? Apply that whenever it hits water and we'd have ourselves some viable boats... Man, this is some good beer...

But but... how would they steer?

"Land in sight capt'n!"
"Aye, prepare to unb.."
"Capt'n the ship! she won't slow down!:"
"Drop the anchor!, no! Aaarg!"
* The captains head skids along the ground taking the full impact of the blow, fracturing the skull*

Title: **Re: The Museum: Adventure mode succession world**
Post by: **NAV** on **December 23, 2013, 11:07:10 am**

Downloaded the save and am starting my turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **NAV** on **December 23, 2013, 11:42:25 am**

Well. That was fast.
I am really unlucky.

I created my adventurer: Eshtan Orbtubes. Dwarven axeman. Got a quest to kill some bandits, went to kill the bandits. Ambushed by a single kobold swordsman, killed it in 3 hits. Ambushed by 2 goblins, beaten to death with a mace.

Gonna start the fortress now.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **December 23, 2013, 04:11:52 pm**

Quote from: Bralbaard on December 23, 2013, 04:33:04 am

Quote from: Timeless Bob on December 23, 2013, 12:29:40 am

I wonder if there's a hack that would make a minecart think it was being given a speed boost, like what happens on impeller ramps? Apply that whenever it hits water and we'd have ourselves some viable boats... Man, this is some good beer...

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"Drop the anchor!, no! Aaarg!"
* The captains head skids along the ground taking the full impact of the blow, fracturing the skull*

A retractable bridge allows minecarts to ride across them - build a 3x10 out into the water with 3 tracks leading to a 1 track circle with maximum friction on it. The mine cart (+ passengers or cargo) would then be able to debark safely. Of course, getting the initial dwarves to survive landing is still an issue, but setting up a fortress with the understanding that it has somehow already happened neatly side-steps that part. Debark/embark sites would need to be in-line, however, otherwise "hilarity would ensue"

Additionally, a Z-1 minecart debark area could be dug with track ramps leading out of it then channeled out to be open to the ocean, so the cart would skip in, hit a ramp and come out on tracks to that deceleration circle, with the same result.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 23, 2013, 06:09:17 pm**

Quote from: Gnorm on December 16, 2013, 07:51:52 pm

Quote from: Bralbaard on December 16, 2013, 02:19:31 pm

It would be interesting to look up the history of that undead that killed you.

As for the skeleton, I found nothing interesting in the legends.

The fire crackled in the hearth as the old man sat in his ancient leather chair. The howling wind outside rattled the ancient grimy windows, as the man placed his spectacles on his nose and replied to his visitor.

“Kiros Carnagescrapes? An unusual name. Let me see...”

The wizened old human shuffled down the hallway of the dusty library and carefully and slowly removed from a shelf a very old and very heavy book, thick with a layer of grime and ancient dust.

“Kiros... Kiros? Ah!

“Oh this is what we are looking for. It seems that Kiros lived in this very city around 800 years ago. He was a record keeper, though he is registered as also being proficient with a pike.

“According to these ancient ledgers, Kiros was a bandit, a member of an organisation known as the Tired Crabs. The Tired Crabs moved into the fledging Dinnerwandered in the year 214. They appear to have grown and prospered in the sewers of the town. The records from this time clearly record Kiros as a criminal, a petty thief.

“It further appears that in the year 368, a member of the local militia had reason to enter these sewers. Perhaps on a quest from the ruling families, or perhaps searching for a missing loved one. I am sure we will never know. Inid Lashtaught was by any account an average man. A woodworker to trade though with some skill in the sword.

“The books here record that he confronted Kiros in the sewers, and in the ensuing battle, struck him down. As far as I can tell, Inid then led an entirely uneventful life.

“The corpse of Kiros was never recovered, and in the sewer it lay for the best part of a millennium.”

The old man slammed the book shut with a sudden crack.

“But you and I both know that is not the end of his story, or you would not have saught me out, mister?”

The visitor did not reply, merely showing the record keeper his ring, a signet inscribed with the onyx sigil of Teshil Despairdaub...

The old man paused. After thinking a moment he continued his search, before pulling a tightly bound scroll from an inconspicuous cabinet.

His wizened voice was suddenly steely.

“What I tell you here today is not common knowledge and you would do well to remember this. There are some secrets which could be very... damaging. Now I do not know you nor why you have come to find me, but you bear the seal of the Museum of Dinnerwandered and that is good enough for me.

“Istrul Spraykingdoms was once one of our finest clergy. He rose among the ranks of the ecclesiarchy to become the chief inquisitor of the church, the Temple of Lurking, in around 1068. He took it upon himself to cleanse Dinnerwandered of the undead threat. But as happens so often, he was a weak and flawed man, and succumbed to the delicious whispers of power. I do not need to tell you, sir, of the untold riches and secrets locked in that place you call a Museum.

“On one fateful day, Istrul, driven mad by hubris, read an ancient book.

The ancient librarian peered over his thick glasses...

“Immortality in the Time of My Ancestors is the name of the forbidden book he read. It was created around 700 years ago, after the time of Kiros and Inid, by a human necromancer by the name of Rorec Helmstrick. My records do not indicate who deposited this tome in the Museum, but I suspect that it was part of the cache of the necromancer adventurer Kaslun Wadsomber who famously was too illiterate to read the forbidden secrets...”

The librarian stifled a chuckle.

“But I digress... Istrul was forever changed by his greed for unknown things. He took to the sewers and made himself a great army of zombies. On one fateful day, he raised the corpse of Kiros Carnagescrapes and lead him from the catacombs across the plains.

“From the journals he left behind, we know that to his final breath, Istrul deluded himself that he was doing the work of his church. In the end, he was ambushed and slaughtered by a kobold warband, of all things, and died an ignominious death.

“Now, if what you tell me is correct, then for 80 years since the death of his master, the zombie Kiros has wandered the Hideous Waste of Bandits to the south of Dinnerwandered, the sun flaying the ancient flesh from his bleached bones, until the young elf you spoke of happened to cross his path...”

The old man placed the scroll carefully where he found it.

“Now you must go,” he smiled, “but I suspect I will have reason to speak with you again soon...”

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **December 23, 2013, 06:20:35 pm**

The history comes alive under your research and keystrokes, kesperan! Well done!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 23, 2013, 06:58:34 pm**

I did a little research after updating Gnorm's stats on the adventurer list, and started to write them down. When I was writing it, I thought I was the emissary from the Museum, with Teshil's ring of authority, but now that I have read it again, I think I am probably the librarian :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **December 24, 2013, 12:11:31 am**

What is the device on the ring? What symbol did Teshuil Despairdaub use as his emblem?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 24, 2013, 03:27:04 am**

Quote from: kesperan on December 23, 2013, 06:58:34 pm
I did a little research after updating Gnorm's stats on the adventurer list, and started to write them down. When I was writing it, I thought I was the emissary from the Museum, with Teshil's ring of authority, but now that I have read it again, I think I am probably the librarian :)

Yes, but you're definitely a legendary librarian. I've linked your analysis from the front page:

Quote from: Bralbaard on March 12, 2012, 11:54:12 am
52: Argonnek (finished) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4834492#msg4834492)
53: Gnorm (finished) link 1, (http://www.bay12forums.com/smf/index.php?topic=104399.msg4839040#msg4839040) 2 (http://www.bay12forums.com/smf/index.php?topic=104399.msg4839815#msg4839815) <--Investigation by Kesperan: link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4857502#msg4857502)
54: NAV (building a Fortress) link (http://www.bay12forums.com/smf/index.php?topic=104399.msg4856741#msg4856741)
55: Darkrider2
56: Kesperan

Title: **Re: The Museum: Adventure mode succession world**
Post by: **NAV** on **December 26, 2013, 11:16:40 am**

May I have a small extension to my turn please? I couldn't exactly play DF much during christmas.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 26, 2013, 08:29:51 pm**

I'm two turns ahead of you NAV and as far as I am concerned, knock yourself out! I want a nice fort to explore (preferably with clowns...)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **December 27, 2013, 02:58:29 am**

clowns, goblins, kobolds, deadly traps, megabeasts and halls filled with the dead and engraved with images of their demise :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 28, 2013, 03:51:43 pm**

Quote from: NAV on December 26, 2013, 11:16:40 am
May I have a small extension to my turn please? I couldn't exactly play DF much during christmas.

No problem if it takes you a day or two longer.
Also, as noted above, future fortress builders should note that we could use a few dangerous sites, Tongsrace has fallen to a crash bug, and I think that was our only site with exposed fun stuff.

On the other hand, it's been ages since we had someone submit something to the museum, we could use a few risk avoiding, succesful adventurers..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 28, 2013, 08:55:00 pm**

Quote from: Bralbaard on December 28, 2013, 03:51:43 pm
Quote from: NAV on December 26, 2013, 11:16:40 am
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On the other hand, it's been ages since we had someone submit something to the museum, we could use a few risk avoiding, succesful adventurers..

You might want to check out Ironhelm then :D

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **December 29, 2013, 09:48:18 am**

I've got an idea for a fun fortress, not sure if I can 1:complete it in time and 2:where in armok's name do I get a dragon?!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 29, 2013, 11:14:06 am**

Quote from: Proto105 on December 29, 2013, 09:48:18 am
I've got an idea for a fun fortress, not sure if I can 1:complete it in time and 2:where in armok's name do I get a dragon?!

Dragons are in short supply in this world. It has now been running for over 100 years, and dragons do not reproduce. There's probably only 2 or 3 left, our adventurers and forts have killed the rest.

If you download the save and open it in legends viewer you might be able to find an undisturbed dragon lair :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **December 29, 2013, 11:38:01 am**

But then you still have the problem of getting the dragon to the fortress. (I don't specifically need a dragon, just something big and mean. Or a lot of smaller baddies.)

Edit: Are clowns trapavoid? ;)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **December 29, 2013, 12:26:41 pm**

I learned the answer to that question the hard way

The answer is yes, but try putting some GCS webs in there. That'll trap them

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **December 29, 2013, 03:00:22 pm**

I might just try to captura a hydra. They are easy to trap but hard to kill, which is perfect for what I have planned.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 29, 2013, 06:11:58 pm**

I don't know if you need to have the hydra/dragon in a specific room when the adventurer visits. That's near impossible, creatures are randomly scattered when the fortress is loaded. The only way to do something like that would be with undead: have a dragon skeleton somewhere and have it reanimated by an evil biome once the fortress is loaded. (Quite a few dragon corpses should be available in this world). By using the dfhack lair command corpses stay where they are after abandoning so you can place the creature at a specific spot, at least for the first visitor.

Difficult to set up, but it would be fun. However, if the visiting adventurer is an undead himself it would be pointless, as the undead would be friendly to him/her.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **December 29, 2013, 07:28:16 pm**

I was thinking about deploying them using cages and levers.

The main idea is a kind of Battletower, where you have to climb the tower fighting enemies. The difficulty increases the higher you get with a 'boss' at the end. Also, BOOTY! Maybe even a seperate staircase that leads from the top downwards to an entrance to the circus.
Do creatures still warp to areas which are completely blocked off?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **December 29, 2013, 09:18:27 pm**

No: if an area is completely blocked off from access to the borders of the embark at the surface creatures will not appear in that area. They can wander in after it's opened up, though. Also, does linking caged creatures to a lever before abandoning still work to keep them in the cage?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **December 29, 2013, 09:37:37 pm**

I am pretty sure I have explored forts before with caged creatures, like a cage full of {rotten cat corpse}. I have chained up vampires and they have escaped readily.

Having said that when I explored Crimsondepths there were FBs and minotaurs and goblins all over the place and you indicated they were all caged up when you abandoned...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **December 29, 2013, 09:54:47 pm**

They were caged, but the cages were neither built nor linked to a lever, which is necessary for keeping them in the cages as far as I know.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **December 30, 2013, 02:55:03 am**

Definitely test the setup with cages before embarking on a large project. As kesperan noted there are issues with creatures breaking free or dying. If I recall corectly, for non-caged creatures survival or death works differently for pets or non pets, historical vs non-historical creatures, also age might be an issue for short lived creatures if your fortress is visited yearslater, there could be lots of other factors.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **December 30, 2013, 06:33:20 am**

I will test this thoroughly, otherwise it'd just be a waste of time.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 02, 2014, 07:39:27 pm**

How's the fort coming along NAV?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 03, 2014, 01:31:54 am**

WHAT?!?! KASLUN IS DEAD

YOU MONSTERS

Wheres the story of his death.

... he didn't even get to live to a 100 years old... I am saddened.

I'm signing up for a new turn of the museum.

I must make a new legacy.

I wonder if the new version will be out by then... eh probably not.

CURSE YOU KESPERAN!!!!

Now i need to choke the everliving kobold in the catacombs to raise my skills

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 03, 2014, 02:02:51 am**

Man, she just can't get a break, can she?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 03, 2014, 04:03:34 am**

Quote from: Kromgar on January 03, 2014, 01:31:54 am
CURSE YOU KESPERAN!!!!

Er... hi!

The story of Kaslun's death... he got beheaded by an adamantine battle axe by me in a crazy melee with all the retired adventurers. Sorry.

Before I waded in I looked to see if anyone still in there had an upcoming turn and nobody did... At least he went down fighting!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 03, 2014, 09:11:54 pm**

Quote from: kesperan on January 03, 2014, 04:03:34 am
Quote from: Kromgar on January 03, 2014, 01:31:54 am
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Before I waded in I looked to see if anyone still in there had an upcoming turn and nobody did... At least he went down fighting!

Did you loot my corpse?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 04, 2014, 11:14:09 am**

Actually one of my objectives for my next turn will be to move all the equipment out that room. There's loads of useful stuff there!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 04, 2014, 12:31:22 pm**

Where did this happen?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 04, 2014, 02:02:05 pm**

Quote from: kesperan on January 04, 2014, 11:14:09 am
Actually one of my objectives for my next turn will be to move all the equipment out that room. There's loads of useful stuff there!

I have my next character planned now... too bad it will be quite awhile till I get my turn.

So are you going to inter the bodies in the tomb of heroes? Also i think you should totally put everyones gear inside the tomb atleast that way they arn't disserved terribly by being killed and robbed.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 04, 2014, 02:22:28 pm**

Quote from: Bralbaard on December 16, 2013, 06:09:03 pm
Quote from: Eric Blank on December 16, 2013, 03:52:59 pm
Hey, remember all those mummies I awakened when Bora first started his adventures? Yeah... Have fun with those "abandoned and perfectly safe" lairs.

Yeah, I remember those .. I suspect one of those ended up haunting the tomb of heroes, it probably came from one of the nearby lairs and followed me into the site. It ended up killing quite a few adventurers too.

So your telling me a resurrected mummy began haunting a tomb for heroes?

This game... so they can actually wander around the world too?

This is too funny

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **January 04, 2014, 03:29:56 pm**

Quote from: Kromgar on January 04, 2014, 02:22:28 pm
Quote from: Bralbaard on December 16, 2013, 06:09:03 pm
Quote from: Eric Blank on December 16, 2013, 03:52:59 pm
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Yes, it appears that mummies and other named creatures with a kill list can take up residence in lairs and certain other sites once the area is reloaded, if the original owner of the lair had been killed. I have often enough found random fish in otherwise empty lairs (they tend to die of suffocation after a few turns). Though I think Pie Maker killed the mummy haunting the Tomb during his turn, so it should be safe unless another creature has taken up residence there.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 04, 2014, 03:44:52 pm**

Quote from: Atomic Chicken on January 04, 2014, 03:29:56 pm
Quote from: Kromgar on January 04, 2014, 02:22:28 pm
Quote from: Bralbaard on December 16, 2013, 06:09:03 pm
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I wonder what would happen if a necromancer rose the entirety of the Tomb of Heroes and killed themselves. Would the zombies/skeletons begin searching for lairs to inhabit? Shame that the tomb will eventually hit FPS death. The dark powers of those inside have created an unbreakable barrier barring all from entering the tomb.

So how do I look up where a Playable character is living like Eric Blank did back when he found the frat house for all the museum goers

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 04, 2014, 04:22:38 pm**

I actually didnt find the frat house, I think it was... Timeless Bob? Maybe. I just followed the map he'd made. And when I found that elf guy hanging out in the abandoned castle, it was more or less by complete coincidence as I was just looking for a place to spend the night. And I knew where I left Bora because I wrote it down.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 04, 2014, 04:53:05 pm**

Quote from: Kromgar on January 04, 2014, 03:44:52 pm
Quote from: Atomic Chicken on January 04, 2014, 03:29:56 pm
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1. The mummy haunting the tomb of heroes, Kesh, was killed. There are no bad guys at the tomb. The tomb itself is protected by a lever controlled door so that should make the contents safe.

Most adventurers will not be able to enter the frat house where Dishmab (me) and Nil (pie maker) live as he is undead and I am a necro, that's why Bralbaard's adventurer was cut to shreds.

I do plan to inter the remains at the Tomb of Heroes. There are only three recognisable corpses left:

Stasbo Humorbury (partial remains)
Logic Legendfinder (leg bones + some other stuff)
Adil Wireskin (corpse)

Adil Wireskin was a fort soldier with a good number of kills who was recruited by Feb Minesizzled (Mr Willsauce). The other two are adventurers. The remaining bones and remains are labelled "human corpse" or "human lower leg" because those entities have been raised as zombies and killed so many times that they have lost their ownership. I could inter all the remains in the Tomb because chances are at least some of those remains are AtomicChicken and Kromgar's.

The equipment in that room has a combination of peasant gear from the original inhabitants, and weapons and armour for both human and dwarf/elf sized adventurers. My plan was to move that to a repository somewhere else in Dinnerwandered so that new adventurers might be able to use these items in their adventurers. I think it would be cool to have adventurers use weapons that are hundreds of years old and have been used by several famous heroes.

2. To find out where the retired adventurers that are still alive live, you need to look them up in Legend Viewer after downloading an XML from Legends mode. The table of adventurers lists who is still alive(or undead/immortal). I might try to track down Bora Ragedance (Eric) on my next adventure...

There are currently 8 living retired adventurers. One is corrupted (EvictedSaint's one-armed dwarf) who is retired in a village, Pointedfrenzies or something, which causes a nemesis unit load failure on attempt to enter. The remaining "Magnificent Seven" are all established hard bastards...

3. On my next turn I will post a list of objectives or personal quests I want to achieve and we will see how far I get, then probably retire Dishmab...

4. QUOTE PYRAMID

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 04, 2014, 04:58:35 pm**

Quote from: kesperan on January 04, 2014, 04:53:05 pm

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4. QUOTE PYRAMID

If you find my Iron(I think) Axe I want that saved for my new adventurer who will be Kasluns illegitimate child born out of wedlock. Because she refused to marry a mountain of pus.

This is starting to become like D&D. Gonna play around with the latest map to get a feel for how the worlds changed.

Whats the rules for the museum is it still peasant or can you make your character a hero?

Edit: QOUUUUUTES

So i have confirmed zombies do roam. In fact I met a zombie snake south of tongrace... and a mummy. I wasn't even near a lair.

We've turned this world into some grimdark place with abandoned fortresses of hostile dwarves, demons, mummies, and forgotten beasts

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 05, 2014, 01:38:55 am**

It was already a grimdark place - A vampire fishman did reign as a god-priest for a thousand years before getting ganked by an adventurer.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Tehsapper** on **January 05, 2014, 07:21:39 am**

When I created the Tomb of Heroes, I intended it to be a succession graveyard. Like, if you got some hero to bury, you embark here with funeral attendants, build a fabulous tomb with statues, then place the bones in.

Perhaps I'll sign up for a turn, and hope that the next version won't arrive before it :) Fights for the position of the king of New Dinnerwandered would be fun though.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 05, 2014, 09:21:20 am**

'Welcome to New Dinnerwandered, where we the every king rules no longer than a year'

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 05, 2014, 10:50:37 am**

Quote from: Proto105 on January 05, 2014, 09:21:20 am
'Welcome to New Dinnerwandered, where we the every king rules no longer than a year'

It may not even work with new versions

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 05, 2014, 11:38:57 am**

Quote from: Kromgar on January 05, 2014, 10:50:37 am
Quote from: Proto105 on January 05, 2014, 09:21:20 am
'Welcome to New Dinnerwandered, where we the every king rules no longer than a year'
It may not even work with new versions

It may be a good idea to start a parralel game in a new universe while the old one goes on... its a shame Dinnerwandered won't exist. It sure was a great crapshoot world

Title: **Re: The Museum: Adventure mode succession world**
Post by: **NAV** on **January 05, 2014, 02:02:59 pm**

<http://www.mediafire.com/download/tdb5mkjfl139xgx/The+Museum.zip> (<http://www.mediafire.com/download/tdb5mkjfl139xgx/The+Museum.zip>)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 05, 2014, 04:36:09 pm**

Braalbard can declare his new museum to be pretty much anywhere, even in a new dwarven fortress he retires. Which would be awesome.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Warmist** on **January 06, 2014, 04:35:20 am**

Quote from: Eric Blank on January 05, 2014, 04:36:09 pm
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Title: **Re: The Museum: Adventure mode succession world**
Post by: **Novel Scoops** on **January 06, 2014, 12:05:10 pm**

This looks convenient. Would i be right in thinking there are at least a 100 artifacts scattered who knows where throughout the world? Would i also be right in thinking that there still a lot of things to slay? I don't wish to sign up, it's just sounds perfect for finding strange loot in. Oh, and if any of you know what happens when artifacts are traded away, I'd appreciate a heads up.

Eh, also where's the latest download link?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 06, 2014, 03:24:50 pm**

The FPS death fortresses meet also happens in lairs if you spend a couple nights there.

I learned this after testing in my own game where I had a wereiguana bite me. I wasn't a necromancer either.

I did not contract wereiguanism.

It bit me so I should have been cursed.

It seems curses no longer transfer in the museum.

So you can only get husked or be a necromancer to attain immortality. I may be wrong I havn't read many of the new adventurer stories

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Its literally 3 posts above yours

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 06, 2014, 04:30:21 pm**

Quote from: Warmist on January 06, 2014, 04:35:20 am
Quote from: Eric Blank on January 05, 2014, 04:36:09 pm
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The only thing that stops us from doing that currently is FPS death of player-created sites that are frequently visited, have you found a workaround for that? It seems that when all creatures are scared off, or killed on each adventurer visit, buildup of animals numbers remains manageable, but if that is not done (by sleeping repeatedly for example) it spins out of control quite quickly and can be unrecoverable.

Currently non player constructed sites, like the keep the museum is in right now, do not have this problem and work fine.

Also, NAV submitted the save game, I'll PM the next person in line, and I'll try to update all relevant posts.
There's another new site: Takewall, it lies not far from Silverywind, on the land bridge that seperates the cold ocean from the ashen oceans.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 06, 2014, 04:51:55 pm**

[Quote from: Kromgar on January 06, 2014, 03:24:50 pm](#)

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Kromgar, I have had an adventurer turn into a werelizard in one parallel universe version of this save game, so that is a viable goal.

Not long until my turn now, woo hoo!

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Kromgar** on **January 06, 2014, 06:29:07 pm**

[Quote from: Bralbaard on January 06, 2014, 04:30:21 pm](#)

[Quote from: Warmist on January 06, 2014, 04:35:20 am](#)

[Quote from: Eric Blank on January 05, 2014, 04:36:09 pm](#)

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Also, NAV submitted the save game, I'll PM the next person in line, and I'll try to update all relevant posts.

There's another new site: Takewall, it lies not far from Silverywind, on the land bridge that seperates the cold ocean from the ashen oceans.

Actually lairs are capable of fps death too. So this bug might

Also these freaking mummies. I have been playing my own adventures. One ended to a mummy south of tongsrace. THis time I was waaaaay south of dinnerwandered at a giantess's lair...

I come out of the lair with the giantess chasing after me when a MUMMY shows up on the horizon. The mummy proceeded to bash the giantess with his mace.

Only way to stop a mummy: Fly... FLY FLY YOU FOOLS.

Or... if your undead they wont decide to kill you. They may even join you...

[Quote from: kesperan on January 06, 2014, 04:51:55 pm](#)

Kromgar, I have had an adventurer turn into a werelizard in one parallel universe version of this save game, so that is a viable goal.

Not long until my turn now, woo hoo!

Hmm... getting werecursed is just such a hassle. You have to manage your own food and water and if you sleep in the lair too long fps death is bound to occur.

I sitll don't know why I wasn't cursed it bit me in the arm bruised the skin and latched on. I should of been transformed

Title: **Re: The Museum: Adventure mode succession world**

Post by: **kesperan** on **January 06, 2014, 06:52:25 pm**

There really are mummys all over the place. Someone let them out of a tomb...

In my last turn I was witness to a three way fight between a mummy, a night freak and a honey badger...

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Kromgar** on **January 06, 2014, 07:04:51 pm**

[Quote from: kesperan on January 06, 2014, 06:52:25 pm](#)

There really are mummys all over the place. Someone let them out of a tomb...

In my last turn I was witness to a three way fight between a mummy, a night freak and a honey badger...

Mummies are unbelievably strong. So far this mummy I am fighting has proceeded to live after I disabled all its limb destroyed all its teeth too... I started fighting the mumym after I recruited it as it began to destroy a dwarven hamlet

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Larix** on **January 06, 2014, 07:54:08 pm**

Mummies can only be destroyed by beheading or bisection (cutting off the lower body). You absolutely need an edged attack, and a pretty solid one at that. It will _probably_ also die instantly if it sits in a body of water the moment the water freezes. Good luck setting that one up.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Kromgar** on **January 06, 2014, 08:31:32 pm**

[Quote from: Larix on January 06, 2014, 07:54:08 pm](#)

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Yeah Menacing Iron spikes arn't good for beheading... I tried to punch it off. Eventually I had the entire village attacking his corpse

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Eric Blank** on **January 06, 2014, 10:24:54 pm**

If you're wondering whether or not I regret my decision to wake them all up, the answer is *no*. :P

All shall bow before the might of Ume Gillwinds the Saffron Wax of Lobsters, the ever-patient god of fishing and scheming!

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **January 06, 2014, 11:14:05 pm**

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Warmist** on **January 07, 2014, 01:42:39 am**

Quote from: Bralbaard on January 06, 2014, 04:30:21 pm

Quote from: Warmist on January 06, 2014, 04:35:20 am

Quote from: Eric Blank on January 05, 2014, 04:36:09 pm

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There's another new site: Takewall, it lies not far from Silverywind, on the land bridge that seperates the cold ocean from the ashen oceans.

I'm thinking punching a hole in region definitions (it would depopulate a huge area in world around the site). Kind of crazy but if it works and the are is small compared to the rest of the world maybe it would be useful enough?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 07, 2014, 02:58:43 am**

That seems dubious at best. We know wildlife populations can be reduced to zero and never recover now, but in the next release they're going to be able to recover slowly, and I dont recall Taody stating that once they go extinct in a region they'll remain extinct. Also, does that definitively work currently to work around the bug, or does the bug cause wildlife to appear there regardless of the actual population?

I suppose if Toady doesn't catch that creature duplication bug this release with all the other work going on with wildlife population management, the museum probably should go back in a town keep.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Warmist** on **January 07, 2014, 03:22:41 am**

Quote from: Eric Blank on January 07, 2014, 02:58:43 am

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I suppose if Toady doesn't catch that creature duplication bug this release with all the other work going on with wildlife population management, the museum probably should go back in a town keep.

The next version has this bug fixed, almost 95% sure (there were few blog posts about this).

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 07, 2014, 02:56:13 pm**

There were certainly a number of posts talking about bug fixes for biome populations, but I don't recall any that specifically mention this bug. However because of the extensive changes to both populations, and how sites are retired/unloaded it might very well be fixed as a side effect.

With all that said I'm not convinced a fortress would be a better location for the museum. With the new system for site claims, a keep could be a hilarious place to found the museum. You could have all kinds of interactions with the local nobility, ranging from eavesdropping on their conversations and struggle for power to having player characters rise to power themselves. I doubt all that would work properly in a fortress. We already had fun with our vampire cave fish man overlord in this game but that was short lived. We could have a whole line of dysfunctional tyrants in our next game.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 07, 2014, 04:26:29 pm**

Properly role-played, we could have a whole line of dysfunctional tyrants in this one too. Whomever wants to be King would need to A) Bring something fabulous to the Museum, (a quest of nobility), B) Find the current king and make sure he's gone, then C) retire in a place that hopefully is really difficult for the next usurper king to find or get into.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Novel Scoops** on **January 07, 2014, 05:00:22 pm**

Just as an aside, i think it's interesting that, if an adventurer retires at a fort(dropping all his gear and loot with him), that fort is reclaimed, and the adventurer becomes "attached" to his military gear, the weapons and armor gained in adventure mode could ascend to artifact status and rightfully so.

Secondly, we'll be able to trade things (which they will then use) to companions, and possibly miscellaneous people. Assuming that this is saved, artifact weapons, armor and loot could be dispersed into the "NPC" population, especially if we hack in being friendly to say goblins, bandits and necromancers.

My two cents, I'll look on in interest.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 07, 2014, 06:43:04 pm**

I think handing over gear to random nobodies might result in the permanent loss of said gear, because if they aren't historical figures then when they're offloaded or whatever they and everything they possess will probably disappear.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **January 07, 2014, 10:32:31 pm**

Talking to people should make them hist figs

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 07, 2014, 11:47:42 pm**

Quote from: Timeless Bob on January 07, 2014, 04:26:29 pm

Properly role-played, we could have a whole line of dysfunctional tyrants in this one too. Whomever wants to be King would need to A) Bring something fabulous to the Museum, (a quest of nobility), B) Find the current king and make sure he's gone, then C) retire in a place that hopefully is really difficult for the next usurper king to find or get into.

So that means Kaslun was the king for a time. Now Kesperan is king. TIME TO OVERTHROW KESPERAN

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 08, 2014, 01:50:46 am**

Quote from: Kromgar on January 07, 2014, 11:47:42 pm

Quote from: Timeless Bob on January 07, 2014, 04:26:29 pm

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So that means Kaslun was the king for a time. Now Kesperan is king. TIME TO OVERTHROW KESPERAN

Yeah, have fun with that one ;)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 08, 2014, 01:58:44 am**

If we're not having fun, what's the point to all this?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 08, 2014, 02:33:40 am**

Nothing!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 08, 2014, 04:50:35 am**

Bring it on :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 08, 2014, 02:22:05 pm**

It's your turn to bring it on.

Darkrider can't play, that makes it your turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 08, 2014, 06:50:26 pm**

OK, I already have the game downloaded from updating the adventure list so I will get cracking.

However, my wife is due our first baby next week so my playing time is going to be limited. It is unlikely I will have time to get a fort done too, but we will see :)

I have a list of goals I wish to attempt in this turn with Dishmab:

1. Clear out all the accumulated weapons, armour, body parts and junk from the adventurer's shack in Dinnerwandered

2. Repatriate the worthy dead in the Tomb of Heroes

3. Investigate as many of the new fortresses as possible

4. Investigate as many of the old fortresses as possible (less priority)

5. Gain revenge on that blasted bronze tarantula from Crimsondepths

6. Descend into the depths of hell and slay some demons!

7. Assassinate a civilisation leader (bonus points if it's a demon or vampire)

That should be enough to be getting on with...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 08, 2014, 07:15:28 pm**

Kesperan cancels playing dwarf fortress: seeking infant

ambitious goals with all that going on, good luck! (both in and out of game)
(and try to leave a few fortresses for other adventurers)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 09, 2014, 03:04:17 am**

Congratulations Kesperan!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 09, 2014, 03:28:11 am**

Quote from: Bralbaard on January 08, 2014, 07:15:28 pm

Kesperan cancels playing dwarf fortress: seeking infant

ambitious goals with all that going on, good luck! (both in and out of game)
(and try to leave a few fortresses for other adventurers)

There are 9 unexplored fortresses, I very much doubt I will have time to visit more than 2 or 3!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 09, 2014, 03:55:15 am**

I just imagined Dishmab, swimming across the sea towards Channeledpower..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 09, 2014, 10:13:26 am**

Quote from: Proto105 on January 09, 2014, 03:55:15 am

I just imagined Dishmab, swimming across the sea towards Channeledpower..

That's ... doable :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 09, 2014, 01:02:27 pm**

Yeah, I have set that as one of my primary goals, same goes for Ironhelm. I had this idea to kill all necrophiliacs in the world, but I probably won't succeed.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 09, 2014, 02:12:26 pm**

Killing all the necro-philliacs?! We have people who are romantically attracted to dead bodies in our world?!! (OK, that would totally put a different spin on why necromancers raise so many freaking undead, but YUCK!)

On a side note, to kill every *necromancer* in the world, you'd need to somehow get rid of or hide every slab and book that gives those powers as well. Perhaps set up a specific fort with a surface chute that leads all the way down to the Magma Sea or something...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 09, 2014, 03:37:04 pm**

I also considered collecting all the secrets, which is more doable (no Nil&Dishmab to kill) and kind of more fun too.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Plancky** on **January 09, 2014, 04:08:43 pm**

I'd like to sign up for a turn. :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 09, 2014, 05:09:34 pm**

Quote from: Timeless Bob on January 09, 2014, 02:12:26 pm
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Not to mention killing necromancer heroes will be tough

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 09, 2014, 08:23:41 pm**

Tough would be an understatement. You're gonna be praying for some mad rolls if you intend to kill all those adventurers.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 09, 2014, 08:32:13 pm**

Kite them to a place outside the Museum, embark there, use an FB trap baited with a kitten or something to kill 'em - done.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **January 10, 2014, 07:09:23 am**

My two cents: I replicated Nil Swifttoast in the Arena and tried putting him up against basically everything. Forget dozens of dragons, scores of adamantine-laden bronze colossi and hundreds of vampire melee warriors backed up with as many crossbowmen. Not even a horde of his replicas minus one level of skill (since you can only assign grand master skills to new units) can best him. He is, as Kesperan put it, indestructible. The only option I see is the atom smasher.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 10, 2014, 08:52:04 am**

..... Wow.....
Would he die from falling off a cliff?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 10, 2014, 12:41:37 pm**

Quote from: Plancky on January 09, 2014, 04:08:43 pm
I'd like to sign up for a turn. :)

I've added you to the list

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 10, 2014, 02:23:29 pm**

The only way to kill Nil Swifttoast is to behead him.

Since he is also a swordmaster necromancer and is clad in full Adamantine armour, that is very hard.

Having said that, the eight dwarf strong militia from Ironhelm were all insanely tough. They were all legendary 100+ fighters with 50-100 kills each with named masterwork adamantine weapons and shields. They minced everything they came across. Half of them then migrated to Goodbrews and kicked more ass there. They would be able to take on a necro adventurer.

Since my character Dishmab seems to be an enemy of the Omon Woge human civilisation and perversely his own civilisation The Rough Labor (no doubt due to his habit of butchering adventurers), I am intending to steer clear of Ironhelm and Goodbrews, unless I decide to "suicide" him by challenging the Black Baron - the Baron of Ironhelm Stukos Stirflag, who in Legends Viewer is in the "top 5 still living" notable kill list behind Ushat Parchgear, Nil Swifttoast and yours truly...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 10, 2014, 03:03:56 pm**

Yeah, I'll just gather all the secrets and swim to Channeledpower..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 10, 2014, 07:57:10 pm**

Ah - my FB trap involves a 3 x 3 x 1 block of stone held up by a support in a 3 x 3 room only accessible by a single-use drawbridge. The drawbridge is crossed, it permanently raises, "locking" the FB into the room with the support in the center. The support can be destroyed by the FB (splat! FB problem solved) or activated by a lever (splat! FB problem solved). The block prevents anything from flying out and the bridge prevents anything from exiting that way either. It's pretty much foolproof. Best part is, a new room can be excavated one level below the sprung trap with a minimum of fuss - the bridge is moved down by one and a new support placed before the roof is channeled free once more from the exterior walls. After awhile you end up with a 5 x 5 pit sinking several z-levels, which is a good place for unwanted prisoners. Welcome to the oubliette!

```
XXXXX      [=]=]
X   X      [ ]__I__[ ]
X   X
X   X
XXXXX
```

I imagine I'll need to smooth the walls of the pit level by level once climbing is implemented, but other than that small measure, the trap/oubliette will still be quite viable.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 10, 2014, 08:32:27 pm**

So... I am about 40% through my turn. I have ticked a few things off the list. Hopefully have some amusing tales and screenshots to share.

The forts I have explored so far have not provided much treasure or challenge, so I may have to head to Ironhelm after all. This is mainly because I lost all my masterwork adamantine weapons and shields after an encounter with an evil syndrome cloud... and I know where to get some replacements, that is if the militia who hate my guts don't dismember me!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 10, 2014, 08:38:36 pm**

@Proto: swim over to Australia and sell the secrets to the elves. Who knows where they'd put 'em after that?

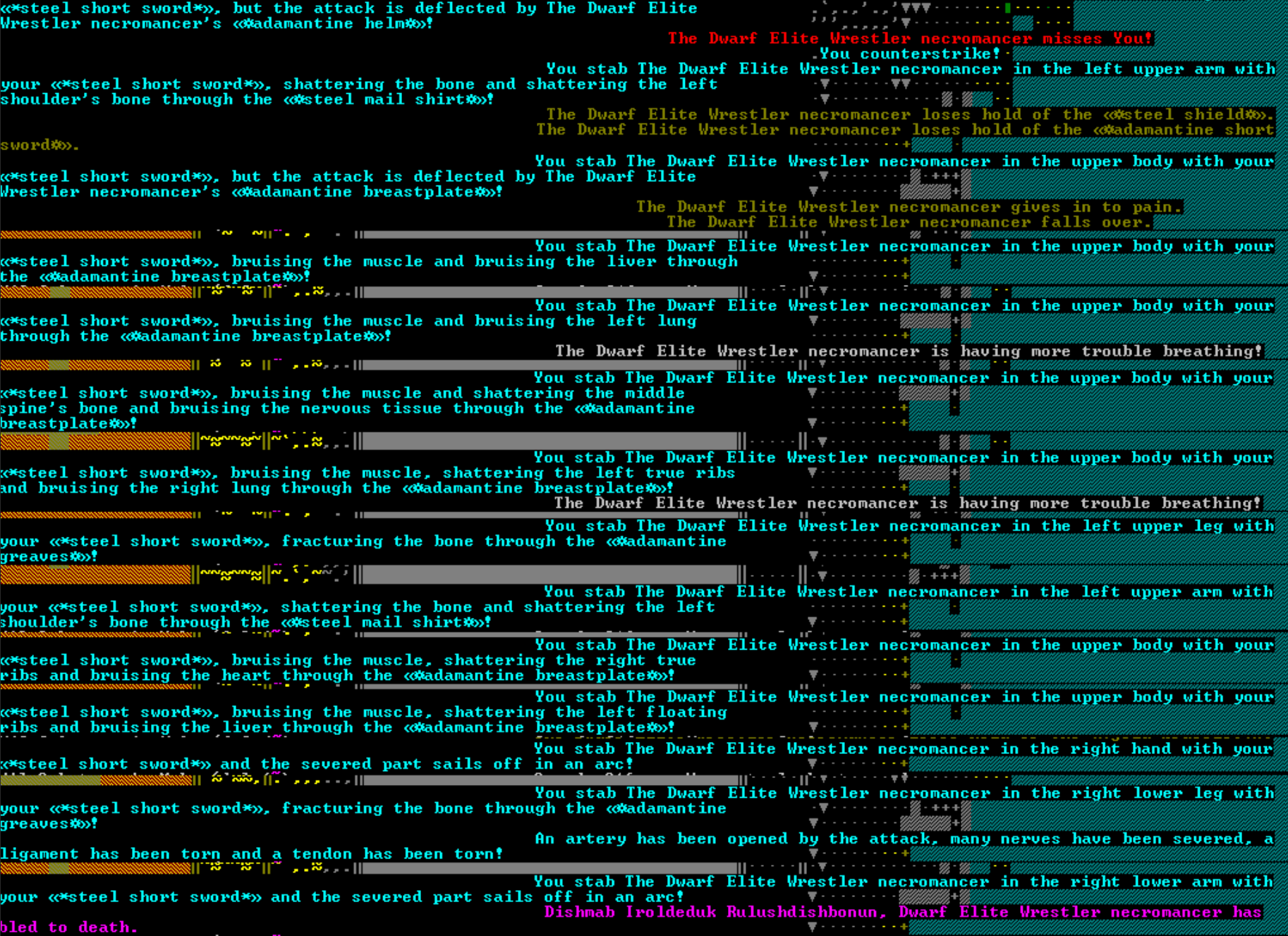
Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 11, 2014, 05:22:38 am**

The slabs will be a pain..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **January 11, 2014, 06:48:06 am**

Inspired by all this talk about Nil Swifttoast being indestructible, I decided to redo the fight between him and Dishmab to see how well Dishmab, one of the most powerful adventurers alive, would have fared had Nil not been controlled by the AI. The result?

[Spoiler](#) (click to show/hide)



I think it's clear who the more powerful character is.

Whilst Nil generally couldn't pierce Dishmab's full-body adamantine armour with his steel sword at most places, there were a couple of weak points that could be exploited, such as the upper body, which could be stabbed at to damage vital organs. Since Dishmab was not (entirely) undead, he had the usual weaknesses related to living organic creatures: blood loss, requiring to breathe and feeling pain. Ultimately, these were the factors that lead to his demise.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **TheFlame52** on **January 11, 2014, 01:42:26 pm**

You know what you must do now: Husk him.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 11, 2014, 03:28:30 pm**

(80's action movie voiceover) To fight him, he must become him!

Considering it...

Since my own civilisation hate me and the militia in Dinnerwandered attack me on sight, becoming opposed to all life isn't so much of a drawback as it used to be.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 11, 2014, 04:21:07 pm**

That or you could delegate travel into Dinnerwandered to someone else, an adventuring companion, for instance. Many big names have a "personal assistant", AKA "stoolie". Why not you?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 11, 2014, 06:58:38 pm**

Quote from: Proto105 on January 10, 2014, 08:52:04 am

..... Wow.....
Would he die from falling off a cliff?

Nope. I am pretty sure in one of his turns, Pie Maker had him jump down from a height breaking his ankles or something. He just got up and kept walking. In game most of his body is broken but he just keeps on going, like a terminator. I am interested to see if submerging in magma does anything to him....

Edit: Pie Maker's last post was his update of his adventurer Xem Inkdepth. I wonder if he knows how legendary/infamous his dwarf necromancer eerie mist thrall has become in the last 50 in-game years...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 12, 2014, 09:04:20 am**

And do these broken bodyparts slow him?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 12, 2014, 09:51:22 am**

I did some research. If you look at the world.dat file it lists all the syndromes. The majority of thralling clouds cause a 60% speed debuff. So a necromancer at 1290 becomes 816. Nothing so far seems to reduce that further.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 13, 2014, 09:49:07 pm**

Hey guys!

Kesperan cancels succession game: seeking infant!

Baby was born today. I am a dad! Eep!

So I am trying to finish off my game before mum and baby come home from hospital. Last bit of it is likely to be a bit rushed and I will not have time to do a fort. I will upload the save hopefully Tuesday or Wednesday, then write it up later.

So far the turn includes:

- Dishmab has become something... different.
- A famous name has died.
- A zombie horse in clothing
- Artefact weapons
- a thrall cloud rolling through the middle of a goblin town causing mass brawl
- Seasoning a *forgotten beast roast* with salt chopped off a Salt Devil

And more...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **January 13, 2014, 10:05:38 pm**

Congratulations, Kesperan! May I be the first to wish you all the best as a father, and hope you and your child live happily. Also, wish happy birthday to your child for me! He will only be zero once!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 13, 2014, 11:40:28 pm**

Children are never zero. In fact, as they grow their footprint tends to shrink a bit, in my experience. (Don't worry, they make up for it as teenagers and then some.) Congratulations, sir! You've just begun a 30 year investment in immortality. All you have to pay is a little sleeplessness, no free time for... around seven years give or take (unless uncles/aunts/grandmothers and the like are around to help kowtow to the cute little imperial black hole of need.), and spend about half a million in food, insurance, medical expenses and shortened lifespan from stress. (Odd how progeny shorten your lifespan but lengthen your memory, isn't it?)

Welcome to fatherhood, Sir! Gods help you.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **January 13, 2014, 11:55:01 pm**

Quote from: Timeless Bob on January 13, 2014, 11:40:28 pm

Children are never zero. In fact, as they grow their footprint tends to shrink a bit, in my experience. (Don't worry, they make up for it as teenagers and then some.) Congratulations, sir! You've just begun a 30 year investment in immortality. All you have to pay is a little sleeplessness, no free time for... around seven years give or take (unless uncles/aunts/grandmothers and the like are around to help kowtow to the cute little imperial black hole of need.), and spend about half a million in food, insurance, medical expenses and shortened lifespan from stress. (Odd how progeny shorten your lifespan but lengthen your memory, isn't it?)

Welcome to fatherhood, Sir! Gods help you.

Don't forget the dirty nappies! And, of course, the love you will receive from a child who will never appreciate what you do for them until they have children. Well, the way of life! "by the time I knew my father was right, I had a son who knew I was wrong." A quote from somewhere, don't know where. Good luck Kesperan!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 14, 2014, 01:16:35 am**

Congrats Kesperan!

Luckily veteran dwarf fortress players know how to raise a kid! We know all about the dangers, about how to deal with the tantrums and the fey moods! Just supply plenty of booze and you'll have him/her grown into a proper adult at the age of 13!

(Just try to aim for a high survival rate, please)

Best wishes to you, your wife and the baby. Don't worry about turning your save in a bit late. Prioritize the important things.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **January 14, 2014, 01:19:14 am**

Congratulations!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 14, 2014, 01:29:50 am**

Congratulations! Parenthood isn't !!FUN!!, there is no losing in parenthood. You will make a fine parent, mr evil necromancer guy!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 14, 2014, 07:18:59 am**

Quote from: Bralbaard on January 14, 2014, 01:16:35 am

Congrats Kesperan!

Luckily veteran dwarf fortress players know how to raise a kid! We know all about the dangers, about how to deal with the tantrums and the fey moods! **Just supply plenty of booze** and you'll have him/her grown into a proper adult at the age of 13!

(Just try to aim for a high survival rate, please)
Best wishes to you, your wife and the baby. Don't worry about turning your save in a bit late. Prioritize the important things.

Actually, an old trick is to put a little brandy on the sucked end of a "binky" when they're teething as an analgesic. You just made me remember that odd bit of baby arcana.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Paaaad** on **January 14, 2014, 08:00:38 pm**

Congrats! Oh, and I've been messing around in a recent copy of the save, and apparently there's another replicating kobold in the basement. One Jlagashurber. He's due south-west of the stairs. Just tossing that out there.

Edit: Still wandering around down there, and, including Sluguflonkus, I now count 6 replicating kobolds. One with a bow. And these are all on the top level.

Edit 2: And I died to an axe-man. They can be so hard to spot sometimes...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **NAV** on **January 14, 2014, 09:31:11 pm**

Congrats Kesperan! Watch out for goblins.

Can I have another turn?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 15, 2014, 12:35:52 am**

Quote from: NAV on January 14, 2014, 09:31:11 pm

Congrats Kesperan! Watch out for goblins.

Can I have another turn?

I've added you to the list.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 15, 2014, 01:30:24 am**

Quote from: Bralbaard on January 15, 2014, 12:35:52 am

Quote from: NAV on January 14, 2014, 09:31:11 pm

Congrats Kesperan! Watch out for goblins.

Can I have another turn?

I've added you to the list.

Hey bralbaard I asked about having another turn earlier maybe you never saw the post?

Quote from: Kromgar on January 03, 2014, 01:31:54 am

WHAT?!?! KASLUN IS DEAD

YOU MONSTERS

Wheres the story of his death.

... he didn't even get to live to a 100 years old... I am saddened.

I'm signing up for a new turn of the museum.

I must make a new legacy.

I wonder if the new version will be out by then... eh probably not.

CURSE YOU KESPERAN!!!!

Now i need to choke the everliving kobold in the catacombs to raise my skills

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 15, 2014, 01:37:56 pm**

I remember that post but I somehow missed the line about you wanting a turn. No problem of course, I'll insert you at the proper place in the turn list.

Edit: I also missed Tehsapper, at least I think he tried to apply for a turn here:

Quote from: Tehsapper on January 05, 2014, 07:21:39 am

Perhaps I'll sign up for a turn, and hope that the next version won't arrive before it :) Fights for the position of the king of New Dinnerwandered would be fun though.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 18, 2014, 07:11:06 pm**

Squeezed another bit of my turn in today while the baby was sleeping.

Hope to be not too much longer! Rest assured I haven't forgotten about my turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 18, 2014, 09:03:06 pm**

Don't worry I understand. In fact I'm posting this at three o clock at night, because I'm feeding the baby..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 19, 2014, 02:29:15 am**

congatulations dude! Don't let the goblins get the kid.

Quote from: Paaaad on January 14, 2014, 08:00:38 pm

Edit: Still wandering around down there, and, including Sluguflonkus, I now count 6 replicating kobolds. One with a bow. And these are all on the top level.

Edit 2: And I died to an axe-man. They can be so hard to spot sometimes...

All of the creatures spawned in a site will replicate currently, because the game doesnt count the population as having decreased due to deaths of non-historical people, wants to regenerate someone to put in the slot the dead non-historical figure should have occupied, and for whatever reason always creates the same person over and over again. This changes if they become historical figures, like if you talk to them, recruit them, or they kill you or someone else. Then the game will finally make someone new to occupy their place, but that person will suffer the same curse. Last I heard from the word of Toady, this will probably not be the case in the next version since populations will be tracked properly. Might still replicate the same people over and over, I guess, but eventually the population of the site will be reduced to zero and nobody will be generated. Hopefully.

Sluguflonkus is just unlucky enough to be pretty much right next to the stairwell; a lot of adventurers who come down there encounter her.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 19, 2014, 02:59:29 am**

So if we can pinpoint where these respawned 'bolds usually occur, we can set up a timed obstacle course through the sewers and catacombs. Of course, that means I'll finally have to make that "Sewers tour" map I talked about awhile ago. It's about time I update the entire Dinnerwandered map anyway...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 20, 2014, 08:35:12 pm**

OK, I have finished my turn.

A lot of bizarre, very cool, and sometimes sad things happened during this turn.

I won't have time to make a fort, I know this has dragged on way too long anyway.

I am uploading the save as we speak and will amend this post to include it at the end when it has finished uploading. The save is 160Mb or thereabouts.

As it is likely to take me quite a while to write up my story I will summarise a few key points below which may be relevant for the next few turns, with more detail to follow. I apologise in advance if any of this impacts on future players turns. Some of this stuff was freakishly accidental. If you are playing next and want some inside info before your turn, read the spoiler. If you would prefer to wait for the full write up, that would be preferable :)

Spoiler (click to show/hide)
1. Remaining forts not visited by adventurers:

Combinelocks the Locks of Combinations
Goodbrews
Ironhelm the Ocean-Castle (partly explored by me but I will leave it vague in my write up - it still has plenty of treasures and !FUN!)
Landplanted

2. Player characters no longer active:

Bora Ragedance the Allied Flesh of Nourishment (deceased, interred with all equipment at the Tomb of Heroes)
Nil Swifttoast the Colourless Complexity (deceased, interred in the top floor of the Museum with all equipment)

3. Starting equipment

In the small room (guard tower) directly to the east of the Museum building is a cache of armour, weapons and equipment recovered from the deceased individuals from the adventurers home which would be a boon to new adventurers. Bora's gear is in the Tomb of Heroes including his masterwork bronze scimitar and two handed adamantine sword. Nil's adamantine plate armour and steel sword are in the Musuem.

4. Dishmab Northmanor the Mute Saffron Soot, dwarf necromancer, vampire, accursed dust zombie

Dishmab is now resident in a necromancer tower in the lands of the Curse of Mites goblin civilisation to the east of Omon Woge. He has become a lord of death in every possible way. He has legendary fighter +110, legendary in wrestling, swordsdwarf, axedwarf and lasher, and a handful of defensive skills, full masterwork adamantine armour and I think will be unkillable by conventional means. Steer clear unless you are utterly badass. I am secretly hoping someone can kill him before the next version comes out. He is definitely the most insanely powerful adventurer I have ever made, especially not starting out as demigod.

Edit: End of Turn 55, Year 1152, is here (<http://www.mediafire.com/download/6aqa77kmm2e11q4/The+Museum+--+Turn+55.zip>).

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 21, 2014, 05:46:21 am**

Spoiler (click to show/hide)
Nil died!? How?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 21, 2014, 11:37:03 am**

Spoilers!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **January 21, 2014, 11:50:53 am**

Quote from: kesperan on January 21, 2014, 11:37:03 am
Spoilers!

You probably shouldn't have said he died, then :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **January 21, 2014, 12:13:11 pm**

I'm a bit surprised that Bora died. He always seemed like the most badass of the adventurers, even if he wasn't the most powerful.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 21, 2014, 01:02:30 pm**

Quote from: Th4DwArfY1 on January 21, 2014, 11:50:53 am
Quote from: kesperan on January 21, 2014, 11:37:03 am
Spoilers!
You probably shouldn't have said he died, then :P
I said it in a spoiler...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Cynm** on **January 21, 2014, 01:06:03 pm**

As far as I can tell I'm up next. I should be able to get started later today.

Quote from: Th4DwArfY1 on January 21, 2014, 11:50:53 am
Quote from: kesperan on January 21, 2014, 11:37:03 am

Spoilers!

You probably shouldn't have said he died, then :P

Kesperan did put it in spoilertags, and in a rare moment of restraint I actually avoided reading it... anyhow still looking forward to the full story. I'll pm the next adventurer

Edit: Cynm actually beat me to it :-)

The Return of Dishmab Northmanor, the Mute Saffron Soot

Part 1

14th Galena 1152

How long I have been here in this little room, with him? It feels like decades.

I glance over to the eerie mist thrall nonchalantly chewing on a cat corpse.

Every so often there is an attempt by the local militia or some civic minded adventurer to try to evict Nil and I but it never ends well for them. The scattered body parts and blood dripping from the walls and ceiling are testament to that.

The last chap was more interesting, Leslem Spoonedboys I think his name was. He was muttering something about wanting to inter the dead adventurers in some sort of tomb to the north. Sounded like a good idea to me, but Nil decided to cut him in half. I reanimated him to ask him further but he was not terribly talkative.

I saunter outside. Cat corpses lay everywhere. For some reason they are drawn to Nil. I find a strange note clenched in the hand of a severed arm, which I had not noticed before.

Code: [Select]
“Dishmab,

The Black Baron has requested you. The Black Gate opens tonight!”

The Black Baron... a glimmer of recognition flashed in my unliving mind. Stukos Stirflag was my cousin’s uncle, and a proud warrior of The Rough Labor. I wasn’t sure of the reference of the Black Gate but I did remember Stukos had taken a contingent of dwarfs of the Rough Labor, the Impervious Fist if I recall, far to the south west and set up a fort on the mouth of a river on the coast of the Water of Meditation. Ironhelm the Ocean-Castle they had grandly called it.

Wrapped in the note was a gold coin, a golden Dumaterith, 1137. A coin of the Rough Labor. How long ago had this message been sent? I searched for a while and found a few fragmented scraps of cloth and a map, the map had been updated in 1152 with the new known dwarven settlements. 1152! I had been in that hovel for twenty seven years. Gods only know what has happened to the Black Baron!

Finally I felt something stirring in my heart once more. A desire to explore. First, though, I would clean this room. Many great warriors had died here and they deserved better than to be playthings for Swifttoast. I searched and gathered as many identifiable remains as I could. I found remains of Logic Legendfinder, the first adventurer to visit the museum, Stasbo Humorbury and something belonging to Adil Wireskin, brave companion of Feb Minesizzled. These warriors deserved to reside in that tomb if anyone did. I felt a pang of guilt – I could not see any sign of Thel Indigozephyrs or Kaslun Wadsomber, whose lives I had ended. Pausing to reflect, I gathered the unrecognisable remains and left the adventurer’s home for this first time in nearly 30 years.

I stealthily travelled into the city of Dinnerwandered. Arriving at the Museum and evading the guards, I was surprised to find no new additions. What had happened to the Museum in myabsence? Were there no great adventurers left? In the centre of the room was a great collection of blood of the vampire Ustres Crestedcomets. I seem to remember Thel yelling he had slain this creature as he charged at me, weapon raised. I drink a waterskin full of this blood but feel no different.

To the guard tower to the east I went next and deposited a great number of weapons, armour and useful supplies of all sizes. The dead adventurers would not need them anymore and perhaps they would inspire a new generation.

Next, I descended to the catacombs and buried there the remains of the unknown adventurers.

It was time to set off again, and I strode purposefully northwards towards this Tomb of Heroes.

15th Galena 1152

You will remember the Intesity of Masters!

I am ambushed by humans. I almost feel sorry for them, but I have not used my axe in quite a while and I relish the practice. Sadly, I think the Intensity of Masters will indeed be forgotten.

Spoiler (click to show/hide)
You punch The Human Maceman in the head with your right hand, bruising the muscle, jamming the skull through the brain and tearing the brain!
Human Maceman has been struck down.
The Human Maceman misses You!
You hack The Human Maceman in the lower body with your «adamantine battle axes», tearing apart the muscle through the large rope reed fiber robe and spilling her guts!
An artery has been opened by the attack!
You hack The Human Maceman in the guts with your «adamantine battle axes» and the severed part sails off in an arc!
The Human Maceman looks sick!
Human Maceman has bled to death.

It is dark when I arrive at the outskirts of the tomb. Impalas seem to have overrun this place and they do not take kindly to my presence, scattering in fear.

At the top of a small hill, I find the entrance to the tomb lit by ever-burning campfires. Outside the entrance lies the mutilated headless corpse of Keth Tunnelpads, fearsome thresher mummy beheaded by Nil on his travels to this site. I gesture and Keth shambles into unlife. Without a head he is unable to talk, and I let him wander a while. I can’t find his head anywhere...

Spoiler (click to show/hide)



I deposit the remains of Logic, Stasbo and Adil in the silver sarcophagus, and place two trinkets of Logics – he was always fascinated by dragons. Never saw the attraction myself, overrated in my eyes.

[Spoiler](#) (click to show/hide)

«-silver sarcophagus-»

Weight: 546Г

Contents:

Bralbaard Thalolubbe's rotten corpse

Kamca Mataanir Oshokmita Nimma's lower body

Kamca Mataanir Oshokmita Nimma's mutilated corpse

Bralbaard Tolmohathur's upper left back tooth

Bralbaard Tolmohathur's upper left back tooth

Bralbaard Tolmohathur's upper left back tooth

Bralbaard Tolmohathur's upper left back tooth

Adil Shorastsalul Omshit Ning's left foot

Logic Enpumik Ikash Nita's left upper leg

Stasbo Belomdonu Athrumasri's right foot

Logic Enpumik Ikash Nita's right lower leg

+dragon nail ring+

+dragon nail bracelet+

Having paid my respects to the dead, I unfurl my new map. A lot has changed in 30 years. To the far east some insane overseer has attempted to build a fort on a tiny swamp island off the coast of the main continent. The Castle of Urges it is named. Sounds like a vile place, and a good place to start my new adventures.

16th Galena 1152

I travel east and it is not long until I enter the Grim Hills - foul territory of the Curse of Mites. The goblins here are right to fear me. We have history. Foul pungent mucus rains from the blackened sky and harpies hoot and squabble in the distance.

Tell them it was the Intensity of Masters if you live!

Not these guys again. I am attacked by Opra Lureseizure. She seems to be missing a left hand. I wonder who she has had a run in with before... She is no longer a threat when I hack her right arm off at the shoulder and she quickly exsanguinates. Her companion fares no better as I spill his guts and slice off his legs. These bandit attacks are becoming pathetic. Two bandits against me?

I have not travelled far when the harpies I heard earlier make themselves known. I carve open the first harpy’s chest and tear its heart. As it bleeds to death I break the skull of the second with my shield.

I pause to wash the pungent mucus off at a stream and press on eastwards. On the outskirts of the goblin civilisation I enter an encampment to find it trashed. The only survivor is a sole goblin master lasher. She has a masterwork iron whip and I find her a worthy opponent, we trade blows until I crush her skull. I take her whip and marvel at its construction. It is a weapon I am unfamiliar with although I do remember using one to incapacitate a minotaur in Crimsondepths. A glimmer of a smile crosses my face. I remember that place. A beast of fire and a bismuth bronze spider remain there and I will return to end them one day.

Not far from the ransacked camp, I spot a low squat rock formation with a curious palm door. Entering, I am confronted by a gloom freak who appears to be mashing some bumblebees in his back room. After a short tussle I behead him. He has quite a nice house and I consider retiring here – anything would be better than sharing that room with Nil.

[Spoiler](#) (click to show/hide)



Not far from the lair is the goblin hamlet of Boarmenaces. It appears that goblins and dwarves cohabit here in some strange arrangement. There are dwarven corpses everywhere, so perhaps the goblins are not quite so accommodating hosts. In one house is the corpse of a dwarven trader, his goods piled high. I spot a fine pair of steel gauntlets. This trader is selling the secrets of steel to these foul goblins!

I must stop the knowledge of steel falling into goblin hands, and descend upon the town in a hurricane of blood. I slaughter every goblin I can find. I must travel to their capital to learn what they have discovered!

Sadly for my bloodthirst, the nearby capital is deserted. Goblin skeletons litter the place and they appear to have been dead for decades.

In the keep, is the corpse of the goblin Zolak Sastobub, slain by Bralbaard Tolmohathur, whose name I remember from the Tomb of Heroes. There is no glory for Dishmab Northmanor here.

17th Galena 1152

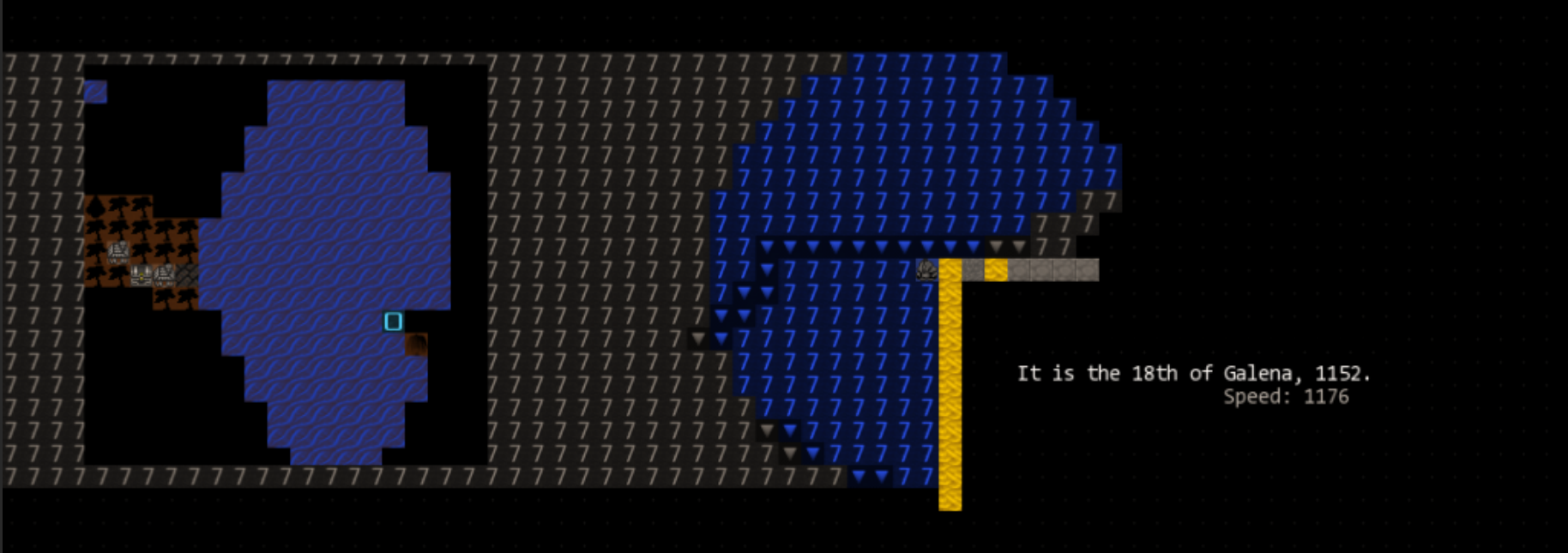
After travelling further east I arrive at the coastal goblin port of Wipeticks, which is again deserted. The fort is constructed of vivid green garnierite and in the catacombs there I find a bandit encampment and an olm woman vampire, who I slaughter.

The Castle of Urges lies far off the eastern coast and I dive wordlessly into the black murk of the ocean, beginning my long swim.

18th Galena 1152

Landfall on the Bog of Starving. It is about as lovely as it sounds. As soon I as I set foot on the beach I am accosted by a honey badger, whose head I bite off. Everything around me is caked in horrid slush and as I clean my equipment a small creature known as a grimeling launches itself at me. I quickly dismember it. This island is very small and is indeed only a stepping stone to the main landmass. I continue swimming south east toward the Swamp of Dreading.

[Spoiler](#) (click to show/hide)



I arrive at night and by dawn I spot a shambling dwarf skeleton – I must be close to this castle of Urges. What delights await me in this blighted bog, reeking of undeath?

I find the militis captain staring wistfully across the ocean. He is crisscrossed in scars and boasts of slaughtering 29 zombie storks, a mad grin on his face. I eventually find the fort itself dug into the shale of the beach. An insane clothier splashes in the froth of the waves. Despite searching for a few hours I find no further deeper structures or signs of civilisation. The stairwells are full of water and I suspect the dwarves suffered the folly of setting their foundations on an undead beach. The dwarves were clearly driven witless by the isolation, thick wormy tendrils and zombie storks.

I begin my long swim west to the mainland.

19th Galena 1152

I swim for most of the day, making landfall at sunset. Bogeymen beset me as soon as I step off the beach and they do not last long.

20th Galena 1152

My general direction is south west if I am to reach the far away citadel of Ironhelm the Ocean-Castle and meet the Black Baron, Stukos Stirflag. I therefore head south. The dwarven fort of Palechamber lies far to the south and this will be my next destination.

I stride southwards through the Finger of Entrails mountain range, past a looming volcano. This makes way to the Hill of Drool. The barren landscape is dead for miles.

In the Plain of Drips I am ambushed by a gang of Kobolds. I slice the nearest ones arm off.
The arm reanimates and charges for the kobold nervously slinging arrows at me. The arm is beaten to the kill, however, by me biting the bow-kobold’s head off.

I wander the haunted plains for days looking for bandits or monsters. This place is desolate. The towns are deserted and the lands are featureless.

24th Galena 1152

I arrive in the Hamlet of Doommonstrous, which also is deserted. Slightly westward is the town of Singedsin and the humans there tell me of these lands, little of which is marked on my map.
An animal dissector tells me of a dragon lair!

As I leave town I notice a suspicious fishery worker wearing human bone jewellery. I renounce the vampire Duka Swallowedsinged! I hack the vampire to death in a shower of gore. His blood soaks the earth. I fill a llama wool bag with his blood and wonder if this will be more effective at transferring the curse.

26th Galena 1152

Having travelled west for two days, I arrive at the Sizzling Sparks... a dragon lair! Acathi Heatflickers the Branded Diamond lunges at me. I hack off its tail with my adamantine axe, and when it rears on me, I cleave its head open. It collapses in a heap.

A bellow of rage emanates from the rear of the cavern. Acathi’s mate screams in horror and anger and unleashes a gout of fire, which glances off my steel shield. I punch and kick it, before slicing its belly open. As it lunges into me to bite me in half, I bite it back, and it falls into unconsciousness. I punch the dragon in the face, sending its teeth cascading around the cramped cave. The dragon breathes no more.

Spoiler (click to show/hide)

You bite The Dragon in the head, tearing the fat and bruising the muscle!
The Dragon has been knocked unconscious!
You latch on firmly!
You shake The Dragon around by the head, tearing apart the head's scale!

I gather up the teeth of Ongong Fireflares the Diamond of Sweltering, and place them in my pack.
Wiping the blood from my axe, I look to my map. Palechamber lies to the south east over the Foolish Hills, sinister mountains and murk. It would be far quicker to go over the terrifying mountains than around them, so I head to the peaks in the distance.

As I travel south west over the mountains I am suddenly engulfed in a cloud of heinous ash!
I collapse to the ground, choking. Bruises erupt over my body and I am affected by a creeping paralysis. My weapons and shields clatter to the ground. I crawl slowly as I feel my body shutting down.

Spoiler (click to show/hide)

You are caught in a cloud of heinous ash!
You lose hold of the «asteel shield».
You lose hold of the «adamantine short sword».
You lose hold of the «adamantine shield».
You lose hold of the «adamantine battle axe».
You fall over.
You are caught in a burst of heinous ash!
You are caught in a cloud of heinous ash!
You are caught in a cloud of heinous ash!
You are caught in a cloud of heinous ash!
You are caught in a cloud of heinous ash!
You are caught in a cloud of heinous ash!
You are caught in a cloud of heinous ash!
You are caught in a cloud of heinous ash!
You are caught in a cloud of heinous ash!
You are caught in a cloud of heinous ash!



I rummage in my pack and find the blood of the vampire I slaughtered. Gasping, I drink it down in thick clots, and lapse into unconsciousness.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 21, 2014, 03:01:48 pm**

Ouch! there definitely are some nasty syndromes out there, such a cloud can outright kill you or cause you to bleed out..
I'll update the site descriptions for the visited sites.

Edit: Can I conclude that the Tomb of Heroes is once again haunted by the mummy Keth Tunnelpads, but this time without his head, or did he follow you off the site?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 21, 2014, 04:02:26 pm**

All will become clear in time Mr Bralbaard.

He didn't leave the tomb with me. But even so, he is just a normal zombie now. He was killed and reanimated so he does not have his mummy powers any more.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 21, 2014, 04:31:15 pm**

Quote from: Kalsb on January 21, 2014, 12:13:11 pm

I'm a bit surprised that Bora died. He always seemed like the most badass of the adventurers, even if he wasn't the most powerful.

He was indeed a most awesome dude. Guess his plan for world domination will have to go to a successor, or something. Still waiting to find out what the hell happened there.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 21, 2014, 10:02:42 pm**

Part 2 - The journey South

27th Galena 1152

I awake, and feel the sun on my face. I am not dead, and I feel... different. A strange gnawing in my stomach that I have not felt in decades. I thirst... for blood! My body feels different, stronger and leaner. I realise I have become a vampire.

I look at my hands. The bruises have healed, and I am able to use my limbs again. My body is still coated in heinous ash, but I feel... stronger. In a delirious haze I stumble down the remainder of the mountains and into a small goblin village, Malignwitches.

I hear a great commotion and enter a building to find goblins viciously attacking each other! As soon as the angry mob have finished bludgeoning to death a hammergoblin, they turn to eye me suspiciously me. A second hammergoblin lunges at me, and I snap his neck. Suddenly the entire village descend on me. I bite one in the throat and suck his filthy blood.

[Spoiler](#) (click to show/hide)

You bite The Goblin Farmer in the head, bruising the muscle, bruising the skull through the troll fur hood!
The Goblin Farmer has been knocked unconscious!
You latch on firmly to The Goblin Farmer's throat!
The Goblin Surgeon misses You!
The Goblin Stonecrafter misses You!
You shake The Goblin Farmer around by the throat, tearing apart the throat!
A major artery in the throat has been opened by the attack!
The Goblin Surgeon misses You!
The Goblin Stonecrafter misses You!
You feed on Goblin Farmer.
The Goblin Stonecrafter misses You!

The others clamber over me, getting heinous ash all over themselves. I note with surprise that suddenly my attackers gasp and fall limply to the ground. They have been paralysed by the heinous ash that coats my body!

[Spoiler](#) (click to show/hide)



Grinning malevolently, I walk slowly to each in turn, I snapping their necks as they look on prostrated and in fear. It is then that I realise I have no weapons or shields in my hands. I remember now, I dropped them in the midst of the heinous ash cloud! I must retrace my steps in an attempt to recover the adamantine masterpieces!

I wander back in to the bleak evil mountains and I am ambushed by goblins who I rip apart with my hands. As I strangle one goblin, I am shot from behind by a cowardly bowgoblin. I feel a sting of pain as a bolt enters my right hand!

[Spoiler](#) (click to show/hide)



Dropping the limp corpse of his companion, I rush towards him and bite his head open. His lifeless corpse falls to the ground. Searching the bodies, I gather some crude goblin equipment to replace my lost weapons.

I search the blasted lands for days, but I do not find my equipment, and I am forced to use a simple silver spear, a crude and inelegant weapon.

1st Limestone 1152

Travelling south west, I arrive at the town of Burnclasp, capital of the Somber Rope dwarven civilisation. In the keep, the nobles are long dead. The trip is not completely without merit as I do find a steel sword and shield to replace the crude goblin equipment. I drain a kobold spearman of blood in the catacombs before leaving the city.

Consulting my map, I travel westward toward Palechamber. I hope the dwarves there have crafted some fine weapons and shields. The steel is sharp but it is no match for the fine adamantine I have grown accustomed to.

2nd Limestone 1152

It is mid-afternoon as I arrive at the outskirts of Palechamber, which straddles a river. I find a large simply built wooden hut with two butchers standing over the corpse of a horse. They are not very talkative when I ask about the fortress. Could this be it?

I scour the surroundings, and cannot find any other trace of dwarven civilisation. Dejected I realise this is no more than a simple outpost, not a grand dwarven keep. Takewalls is the nearest dwarven settlement marked on my map, to the southwest.

3rd Limestone 1152

The next stop on my travels is the dwarven city of Fiendfleshy, a goblin town sacked by the Rough Labor in 373. The Rough Labor are my own civilisation, but in the past I have been attacked on sight. I am now a necromancer, and I am aware that they may wish me harm. In the keep I find a campfire, so adventurers must have been here in the past.

Inside the keep is carnage, goblin corpses lie dismembered. Carved into one of the corpses is the name Nithe Earthspeaker the Lauded Way.

These are goblins born and bred in a dwarven civilisation, with dwarven names, not evil savages. No wonder the elves are not to be trusted! Bizarrely, all the corpses have iron masks on. I take a finely crafted mask as a memento.

On the third floor of the keep is curiously an iron minecart full of water.

I leave the city and head along the road westwards. It is not far before I arrive at Smoulderedsins. The keep is deserted but for a single goblin, Stasost Gluttonvice. I recognise the common smell of a vampire, and denounce him. My new steel sword strikes true, and after bisecting him, I steal his masterwork socks.

Leaving Smouldersins, I travel for many days. Pathetic cougars, emus and dingos ambush me and are put down.

I travel through some beautiful rolling meadows full of prancing unicorns. The taste of unicorn blood is quite exquisite. I take a horn from one of these majestic beasts.

[Spoiler](#) (click to show/hide)



7th Limestone 1152

I finally spot the dwarven mountainhall on the horizon. The structure is humble but has its own natural beauty. There is a platform for fishing and a small alcove cut into the shale cliff on the shore. Sadly, the fort is sparse and I cannot find any equipment. I rest for a while in a quaint bedroom hewn into the clay and bordered by a pine door.

I decide to keep heading west. I arrive shortly at the famous fortress Crescentattic. This fort guards the isthmus separating north and south, and has seen many adventurers. In the keep I find a partially devoured corpse most likely slain by the undead horde of Sarvesh Worksound who was known to have travelled here 75 years ago.

Sarvesh was a legend used to scare children, and was well known to my people. He passed through my home town of Bowedrough slaughtering and raising an undead horde when I was just a child, before heading south, some say he intended on travelling to the mythic ice city of Silverywinds.

I leave behind water and emu meat for any adventurers passing through this well-known waystation. Standing on the fort battlement I can see for many miles. To the far south I can see the creeping fog of a haunted glacier and great expanses of the southern icecaps. To the west rolls a great haunted plain, and it is in this direction that I must now travel.

I have not ventured far into the evil plains when I am caught in a cloud of execrable gloom. My body feels numb but I do not drop my weapons. I am not paralysed but I no longer feel pain. Surely this is a boon! Sadly this is not the only effect, as I recoil in horror when thick goutts of vile murk erupt from my body!

I travel north to the southern coast of the Cold Ocean to wash, but I feel like I am wallowing in filth. Slowly I realise the evil sea is contaminated and vomits up murk at the slightest disturbance of the water surface. I will find no clean water here.

8th Limestone 1152

I travel westward through evil forests, raining vile filth. The civilisation of goblins and humans here built many temples, and I loot a few. Sadly I find nothing of value.

9th Limestone 1152

I arrive at the human fort of Boatseized. It is abandoned apart from a goblin prisoner and slave, long having outlived their captors. I ignore their plaintive pleas for release.

I travel west and am ambushed by an elite crossbowman, who dies of old age. I loot his masterwork copper crossbow and shake my head at his foolishness.

Not far from the ambush is a minotaur's labyrinth. I sneak in and behead the minotaur. I am surprised when it shudders back into unlife and I am even more surprised when a human mummy appears behind it and introduces herself as Cika Charmmerges. I presume this is yet another mummy released by the endeavours of Bora Ragedance, now spread across the lands like an undead plague. I bid the mummy and his new plaything both good day and continue my travels.

10th Limestone 1152

I am ambushed by a giant dingo. I hack and slash at it, and as I try to bite it in the head, it keels over dead from old age. I have never encountered an elderly dingo before. That was unexpected.

I continue my travels west. There are rumours of a dwarven city carved into a volcanic island in the midst of the Waters of Meditation, and that is my new destination. It is a stop on the way to my eventual destination of Ironhelm the Ocean-castle, to find what has happened to Stukos Stirflag the Unkempt Crowd.

11th Limestone 1152

I continue to follow the southern coastline and eventually chance upon the bandit encampment of Bookwing. I pull the unicorn horn I took earlier from my pack and descend upon the unwary goblins and humans.

[Spoiler](#) (click to show/hide)



12th Limestone 1152

I rest for a night in the fortress of Cavesenses. The humans there are long dead and I find nothing to slake my thirst. According to my map there is another bandit encampment to the north.

I arrive at dawn, and count 15 human bandits. Now they will know why they fear the dark. After draining one of blood, I set on his comrades with my unicorn horn.

[Spoiler](#) (click to show/hide)



I visit the nearby human town of Flamenotched, and the elite crossbowman there is keen to rid the world of a vampire, Mita Bellymorals. I chat with the vampire and lure her into the surrounding wilds as a companion, before confronting her and ending her unlife with a well-placed unicorn horn through the skull.

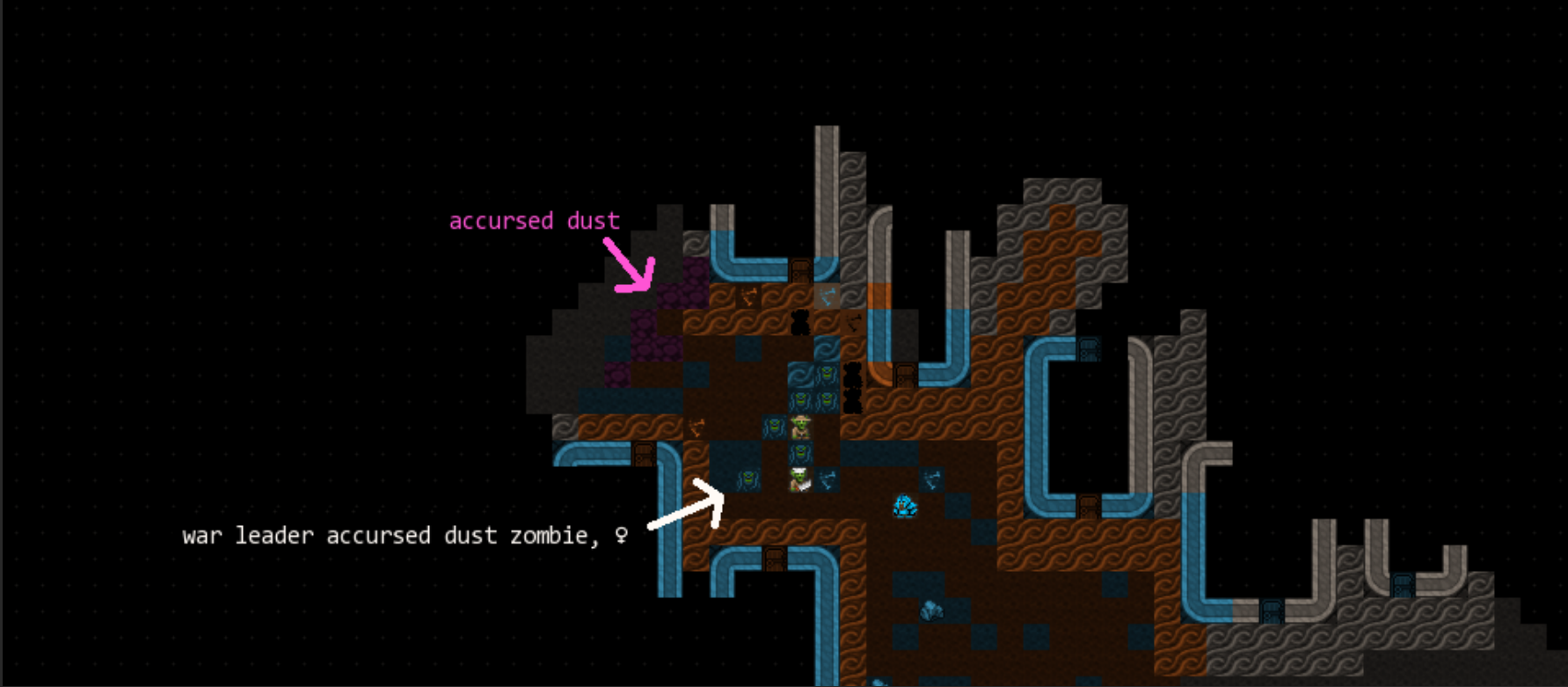
13th Limestone 1152

Having travelled west for many hours I arrive at the goblin town of Fellsread. As I sneak through the streets in darkness searching for my next meal , I am aware of a commotion in the streets. The undead surge through the town – Fellsread is under attack from a horde of accursed dust zombies!

The goblin war leader and law giver rush to quell the horde of freshly risen zombies as I watch mesmerised! Panic and chaos ensue. I watch in fascination as the defending goblins are consumed as they battle in a thick enveloping cloud of accursed dust and are twisted and mutated into ravenous zombies.

These zombies are mighty indeed! I leap in to the melee hacking left and right. I watch as the law-giver Stozu Tanmalign has her heart ripped out by a zombified goblin. The war leader, Tode Fiendprices is engulfed by dust as she battles a zombie. Zombies are everywhere and in the confusion the accursed dust fills my own lungs!

[Spoiler](#) (click to show/hide)



I am warped and change, thick sinews of muscle burst from my limbs and chest and I bellow in rage.

Twisted by evil and unnatural forces, I have become an accursed dust zombie. I am now powerful beyond comprehension and, like Nil Swifttoast, virtually indestructible. I test my new strength. Punching a goblin sends it flying through the air, tumbling like a ragdoll before its head explodes in a shower of gore, skidding on the ground.

A great booming cackle emanates from my warped throat. Nothing can stop me now. Nothing.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **January 22, 2014, 12:54:02 am**

It was an understatement when you said Dishmab became something different. Chilling read! Well done.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 22, 2014, 12:56:38 am**

Quote

Having travelled west for many hours I arrive at the goblin town of Fellsread. As I sneak through the streets in darkness searching for my next meal , I am aware of a commotion in the streets. The undead surge through the town – Fellsread is under attack from a horde of accursed dust zombies!

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I wonder if the accursed dust goblins created here will join Bora's mummies as random encounters..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 22, 2014, 02:36:30 am**

Personally, I hope they don't do that :D

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 22, 2014, 02:37:14 am**

Edit: I did it again.....

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 22, 2014, 02:46:33 am**

Quote from: Bralbaard on January 22, 2014, 12:56:38 am

I wonder if the accursed dust goblins created here will join Bora's mummies as random encounters..

Any of them that scored a kill on other creatures will, because they'd be historical figures now exiled by their own civ.

And of course Bora would stand no chance against a thrall; naught but another thrall would! Guess that satisfies my curiosity.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Broken** on **January 22, 2014, 05:11:12 am**

I have to say, i love the sense of decadence that the museum world has now. An Acursed world, slowly dying, where the undead outnumber the living and the great fortresess of the past lie in ruins, filled with half-eaten corpses and lonely madmen.

So beautiful...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 22, 2014, 05:29:22 pm**

Quote from: Bralbaard on January 22, 2014, 12:56:38 am

Quote

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I wonder if the accursed dust goblins created here will join Bora's mummies as random encounters..

I don't know about that. I managed to get most of the zombies but they were all fighting each other in a big loyalty cascade of death.

The thralling cloud was made of dust, so it got on their clothes and rubbed off on the goblins they were attacking.

The war leader is still around, I could not kill him. It is safe to say that Fellsread is a no-go area for adventurers!

Part Three – Necromancer Vampire Accursed Dust Zombie

14th Limestone 1152

Fellspread is a smoking ruin. The hulking dust zombies run amok, and as they attack goblin townsfolk, the dust covering their bodes sheds on to the goblins, creating more zombies. Zombie then attacks zombie attacks zombie attacks zombie in eternal struggle.

Since the zombies are not equipped with sharp edged weapons, all they can do is tear each other limb from limb. The town is smeared with blood and body parts. A zombie horse bites an arm off a zombie goblin. In the midst of this death I stand, covered in thick gore. I have been practicing with my masterwork iron whip on these meaty punchbags to the extent that I now consider myself a legendary lasher.

Soon only two are left standing - me and Tode Fiendprices the war leader accursed dust zombie. Tode is a military commander, not some farmer goblin, and he has keen combat skills. I am equipped with a simple steel short sword and he is unarmed.

We hack and slash and bite each other for a day and a night. Dawn breaks on the second day.

Time and time again, my sword bites deep into his skull, jamming in the wound. I hack thick chunks of muscle from his neck, but despite my best efforts, I am unable to behead the military goblin as he is incredibly muscled. I make a retreat and head west. Tode follows me a short distance before returning to haunt this town. Fellspread has been lost to the dust zombies.

I consult my map and realise that Channeledpower is not far now. I am much slower than I once was but my strength is incredible. I feel that is a good trade off.

15th Limestone 1152

I arrive on the eastern coast of the Waters of Meditation. I am not far now from my next target, the fortress of Channeledpower, carved into an unholy volcanic island.

I begin the long swim westward. Just before dusk, I make landfall on the tiny island of The Scandalous Bile. The fort must be near here.

Suddenly behind me is a cracking and wooshing. Not a minute too soon! Night falls and suddenly the ocean behind me freezes solid! Had I stayed in the water a moment longer I would have been frozen solid in ice for eternity.

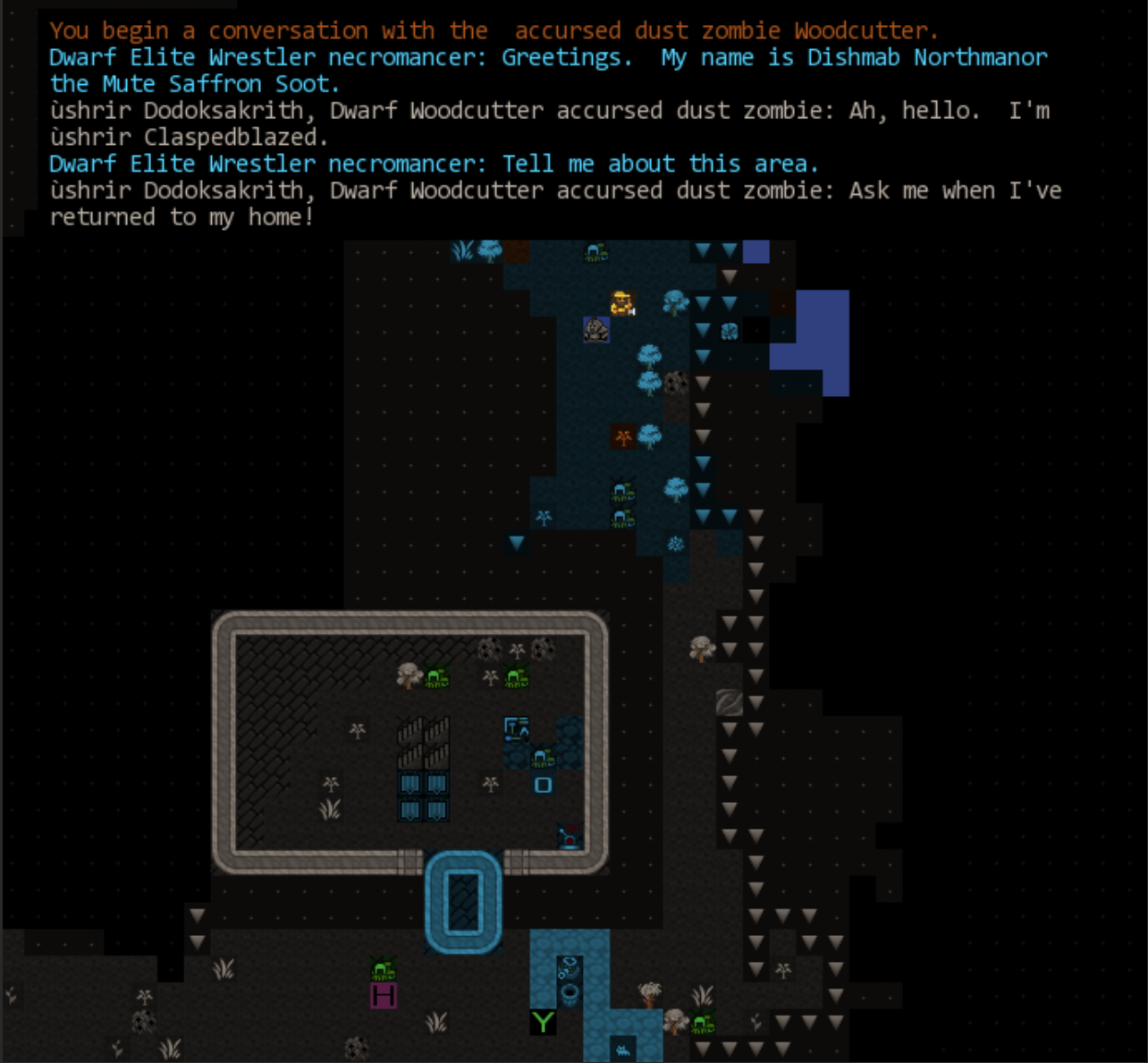
Spoiler (click to show/hide)



Stopping a moment to ponder my good fortune, I climb the mountainside to find the caldera. As darkness falls, I ascend the mountain of the Negative Furnaces, accompanied by a silent bull skeleton.

At the peak and on a precipice overlooking the volcano, I spot a horse and a woodcutter, but notice an unnatural life in their eyes, and a covering of accursed dust! Channeledpower has fallen to the same dust that twisted me into a thrall!

Spoiler (click to show/hide)



Perhaps more strange is the fact that the horse is fully clothed. Chicken leather shoes adorn each hoof... The horse appears to be named Cattenoram Vetortodor Etol which translates as Channelrelieve the Dishonest Elevation of Mountains. He certainly has managed to reach the elevation of this mountain, I am not sure how he was dishonest about this.

[Spoiler](#) (click to show/hide)

Horse accursed dust zombie	FPS: 100 (50)		
large pig tail fiber trousers	,	Lower body	upper body
large horse leather tunic	,	Upper body	lower body
large cave spider silk robe	,	Upper body	head
large sheep wool cloak	,	Upper body	right front leg
large giant olm leather cap	,	Head	left front leg
large emu leather hood	,	Head	right front hoof
large pig tail fiber sock	,	Left rear hoof	left front hoof
large chicken leather shoe	,	Left rear hoof	right rear leg
large pig tail fiber sock	,	Right rear hoof	left rear leg
large chicken leather shoe	,	Right rear hoof	right rear hoof
large pig tail fiber sock	,	Left front hoof	left rear hoof
large chicken leather shoe	,	Left front hoof	tail
large pig tail fiber sock	,	Right front hoof	
large chicken leather shoe	,	Right front hoof	

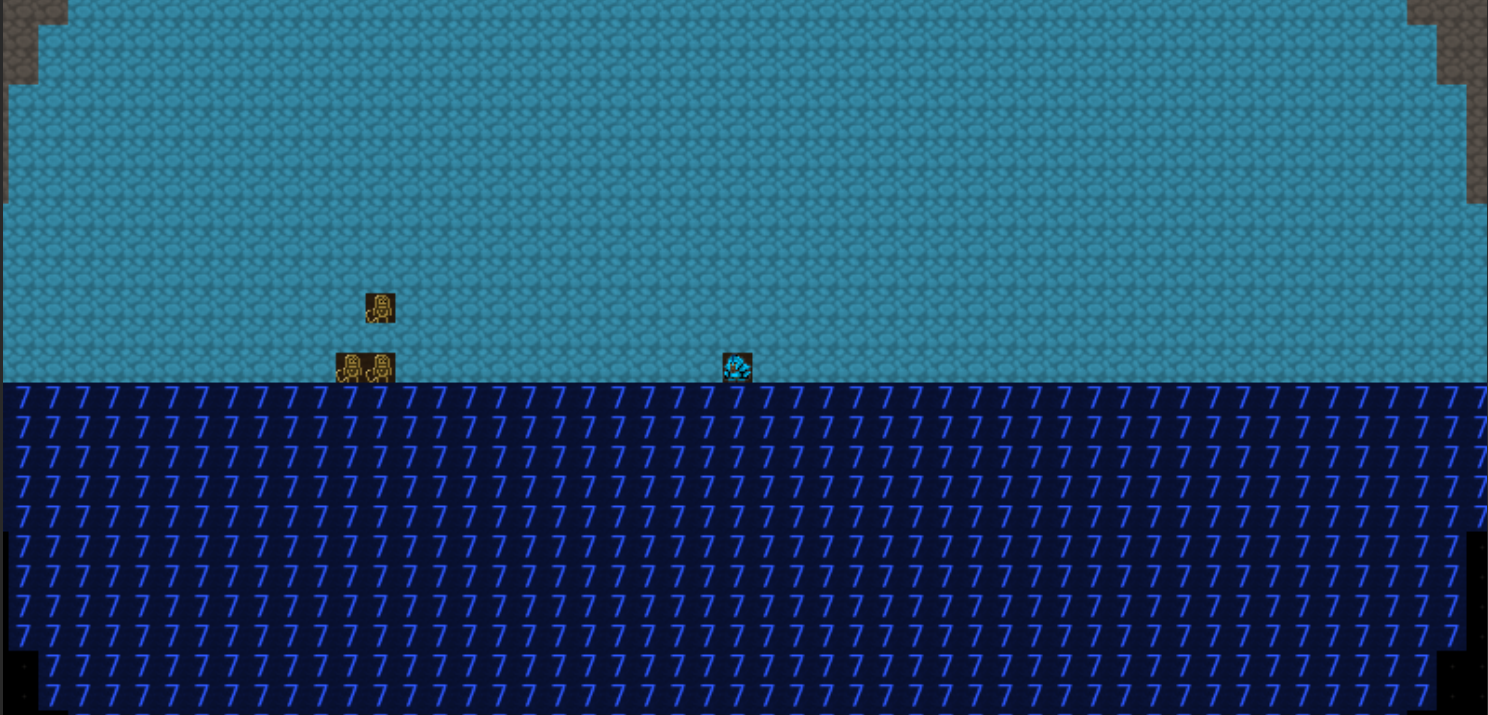
This horse must have slain many dwarves to gain such a grand title, a nemesis of my fellow dwarfs. I step forward and behead it in one slash. I place the head in my pack and head south.

Chanelledpower is itself sparse. Under constant attack from dust zombies must have made it difficult for my brethren to build a grand structure. I decide to take a bath in the magma of the volcano. As the molten stone sloshes over my body, I feel... nothing. Not even magma can destroy me.

16th Limestone 1152

Under cover of darkness I start my trek across the frozen ocean. Giant crabs eye me mournfully as I stride through the ice. Eventually dawn breaks, and the ice melts into the ocean once more.

[Spoiler](#) (click to show/hide)



I make landfall to the south, and travel west. Undead planes raining foul materials make way to clay badlands. In the Desert of Raptors I arrive at the town of Clenchsin. The goblins spot me, an undead behemoth coated in revolting slush and they throw themselves at me in panic and terror. I kill the entire town using only my unicorn horn. My immense strength sends their corpses flying left and right.

18th Limestone 1152

I leave the hellish forest with its raining revolting slush and make it to the outskirts of Ironhelm the Ocean-Castle. I can tell I have arrived as there are piles of dismembered ogres and goblin corpses everywhere. The military of this place are well drilled, and used to slaughtering the 6-ton ogres

with ease.

Out of nowhere, a human law-giver runs screaming towards me. I quickly incapacitate him with a chokehold. I have no quarrel with the humans of the Nation of Wiping. The law-giver wakes and attacks me once more, following me and yelling. I break his arm and punch him in the guts, leaving him unconscious and retching. At least he is alive.

I venture into Ironhelm and search for some replacement weapons and shields. I raid the food stocks and find some masterfully cooked roasts which I place in my pack.

On my travels throughout Ironhelm, I spot a golden statue depicting Vampire Paddleowns the manager draining the blood of a dwarf called Tobul.

Descending further, on one level are several ornate tombs. Gold sarcophagi contain the remains of important nobles and warriors of Ironhelm. In the grandest tomb, adorned by statues, lie two sarcophagi. One contains the remains of the baron consort, wife of Stukos Stirflag the Unkempt Crowd, the black baron. The remaining coffin is empty. Where is the baron? Does he yet live?

Eventually I arrive at the armory. I equip an adamantine shield and... what is this? Finally, a worthy weapon!

Ozsitsalir Dubmenzuden.... Crabadorned the Taciturn Keeper. This is an artifact adamantine short sword. It is encircled with menacing spikes of pitchblende, a radioactive ore of uranium. Engraved upon its hilt is artwork showing the ascension of Logem Orbraces as Queen of the Rough Labor in 533. Truly this is a sword of kings! The blade is unnaturally sharp and shines with an otherworldly glow.

I descend further into a small room made of burnished gold. Gold statues adorn the corners of this room, and embedded in the north wall is a massive black door. It is truly imposing - jet black and constructed of gabbro. All cratdwarship is of the highest standard. It is intricately carved in relief, engraved upon it is a scene commemorating the founding of Ironhelm. This must be the infamous Black Gate of Ironhelm.

The door is locked and warm to the touch. As I reach out, it shudders and groans. With a terrifying low boom, I swing open the artifact Black Door and set foot in the hot slade floor of Hell itself. I am immediately spotted by Golden Beryl Fiends.

These 27-ton humanoids are constructed of gemstones and breathe frozen extract. I set about them with my glowing sabre. I behead three of the demonic monstrosities, then stepping further into Hell, bisect one of the towering beasts with one slash of Crabadorned.

[Spoiler \(click to show/hide\)](#)

The Golden Beryl Fiend breathes a glob of golden beryl fiend frozen extract!
The spinning golden beryl fiend frozen extract misses You!
You slash The Golden Beryl Fiend in the lower body with your Ozsitsalir Dubmenzuden and the severed part sails off in an arc!
The Golden Beryl Fiend has been struck down.
The Golden Beryl Fiend breathes a glob of golden beryl fiend frozen extract!
You scramble away from The spinning golden beryl fiend frozen extract!

Slaying as many demons as I can find, it is clear I am not the first visitor here. Adamantine armour lies strewn around and various body parts of demons stand as testament to a great battle. I gather this armour and stow it in my pack. I will replace what I do not need in the armory later.

Suddenly I am ambushed by a group of white scorpions made of salt. I slash its cephalothorax in twain and grasp a handful of salt, placing it in the stoneware pot with my masterful meat roasts.

[Spoiler \(click to show/hide\)](#)

You kick The Brute Of Salt in the body with your right foot, breaking away the tissue!
The Brute Of Salt has been struck down.

You strike The Brute Of Salt in the body with your unicorn horn, breaking away the tissue!
The Brute Of Salt has been struck down.

You stab The Brute Of Salt in the body with your Ozsitsalir Dubmenzuden, breaking away the tissue!
The Brute Of Salt has been struck down.

After despatching the horrific salt demons that descend upon me, I am assailed by a Grey Fiend blasting me with fire. It breathes unnatural flames and throws great globs of molten fire. My body is engulfed in flame, hellfire licks at my armour and singes my beard, but I stride towards the fiend relentless. From every side, the beasts hurl flames at me. I am immortal. I have bathed in the blood of Armok. Flame holds no fear for me.

[Spoiler \(click to show/hide\)](#)

You strike The Gray Fiend in the head with your unicorn horn, tearing the fat and bruising the muscle and bruising the brain!
The Gray Fiend has been struck down.

You are struck by a ball of flames!
You punch The Gray Fiend in the head with your left hand, tearing the fat and bruising the muscle and bruising the brain!
The Gray Fiend has been struck down.
The Gray Fiend breathes fire!

The Gray Fiend hurls a ball of fire!
You are struck by a ball of flames!
You slash The Gray Fiend in the abdomen with your Ozsitsalir Dubmenzuden and the severed part sails off in an arc!
The Gray Fiend has been struck down.

With ruthless efficiency, I hack several grey fiends to death. I behead the final demon with one slash of Crabadorned. Its bloody head is over 450 kilograms in weight, and I hoist it into my pack like it was nothing. I throw the beryl remains into an eternal eerie pit.

My cloak still billows in unnatural flames from the grey fiends, as I ascend to the surface. As I leave I spot something gleaming on the floor amongst dead goblins...

It is Treatypost! This is a masterwork Adamantine Battle Axe wielded by Ustuth Caveauthor the Distant Parity of Weakening, one of the Unbreakable Eight, the sworn defenders of Ironhelm, and ender of 64 goblin lives. I heft it and realise it will make a very good replacement axe.

I head north out of Ironhelm and as I cross the northern river I am attacked by the Mad Miner, an admantine-clad warrior of the surviving Eight who have not left this place. He wields the steel pick Ngefelabel, The Lavender Bust, which has claimed the souls of 40 goblins and 4 demons.

Behind him I spot "Vampire" Paddleowns, escaped from his jail cell in the keep, and leap upon him, evading the blows of the Mad Miner. Slashing the vampire in twain with Crabadorned, I leap into the ocean, evading the Miner who cannot follow. The flames on my cloak are dowsed.

As I swim away into the darkness I spot something glimmering on the coastline. I recognise the sigils on the shining adamantine armour and realise with sinking depression that this is the corpse of The Black Baron! I must return and ensure his corpse is interred with his consort.

Sneaking onto the shore, dripping wet, I gather Stukos' corpse and his belongings and resolve to bury them next to his wife. Descending once more into the crypts, I lay the corpse of Stukos by his wife. Next to him I place his full set of masterwork adamantine armour, his steel shield Tecakbukith, The Sweet Turmoil, and his famous short sword Osed Catten, The Maze of Channels, slayer of 79 goblins, ogres and demons. Long may the rest with this brave soldier of The Rough Labor.

My business finished here, I finally leave Ironhelm to the north. As I cross the river, I spot two lurking forgotten beasts on the way. They were obviously afraid of the Unbreakable Eight and skulked outside the fort. I finished them with ease.

19th Limestone 1152

I have one final task before I must return - to slay the bronze tarantula who bested me once before 27 years ago, in Crimsondepths. This will be my final challenge.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **January 22, 2014, 06:15:38 pm**

A horse...with clothes?? 0_o

Well I'll be damned.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Cynm** on **January 22, 2014, 06:31:18 pm**

How big is a sperm whale kidney?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 22, 2014, 07:51:17 pm**

Pretty big I would imagine. Have you found one?

That sounds like a good story and a good Museum piece!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **TheFlame52** on **January 22, 2014, 08:16:06 pm**

Two quests for people to do: Bring back the corpse of a sea serpent or some other monstrosity, and build and retire or abandon a waystation somewhere.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kalsb** on **January 22, 2014, 08:26:32 pm**

I am so sorry about Palechambers... I didn't have nearly as much time as I had hoped.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 23, 2014, 01:15:58 am**

Ah, yes, Channeledpower..

That place was a complete disaster. When I realised the place had huskifying clouds I raised the drawbridge, but the cursed horse had already gotten in (The horse wasn't as fashionable back then), it proceeded to kill the rest of the fortress. I had to send in a second embark team to open up the fortress again as it had become inaccessible because of the raised bridge. They lasted just long enough to breach into the fortress..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 23, 2014, 04:27:45 am**

Quote from: TheFlame52 on January 22, 2014, 08:16:06 pm
Two quests for people to do: Bring back the corpse of a sea serpent or some other monstrosity, and build and retire or abandon a waystation somewhere.

Goodbrews is a waystation - built for weary travelers wandering west toward the north sea via the King's Boulevard. You may enjoy the one-of-its-kind tomb of a proto-adventurer there.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 23, 2014, 06:50:38 am**

So at this point Dashnib is invincible greaaaaaat

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 23, 2014, 06:56:46 am**

We must attempt to "vince" him! (That's a word, right?)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 23, 2014, 09:15:54 am**

Quote from: Kromgar on January 23, 2014, 06:50:38 am
So at this point Dashnib is invincible greaaaaaat

Technically, you can still kill him by beheading him or bisecting him. Good luck.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 23, 2014, 01:50:29 pm**

Dishmab is implicated in the death of a fair share of our most famous heroes, so he still has reason to be nervous. Adventurers are an inventive breed after all.

And even if we can not kill him directly, we can still taunt him. He is soo slow after all.
Shoot crossbow bolts at him from a distance, and see how many can get stuck at a time.. or hurl globs of syndrome inducing goo at him, like the one that caused that nasty disease that Kaslun had.. yeah... that will teach him...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **January 23, 2014, 02:21:22 pm**

Quote from: kesperan on January 23, 2014, 09:15:54 am
Quote from: Kromgar on January 23, 2014, 06:50:38 am
So at this point Dashnib is invincible greaaaaaat
Technically, you can still kill him by beheading him or bisecting him. Good luck.

Challenge accepted.
Thel Indigozephyrs the Greatest Wad of Oil shall be avenged!
Nice turn, by the way.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 23, 2014, 04:38:11 pm**



(You'll notice that this is the infamous "so and so pushes your arm..." attack.)

I wonder if Toady likes Monty Python? Lots of his FB's remind me of The Black Beast of AR
(http://www.craveonline.com/images/stories/upl_images/Legendary-Black-Beast-of-AR.jpg)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 23, 2014, 07:47:23 pm**

Quote from: Bralbaard on January 23, 2014, 01:50:29 pm
Dishmab is implicated in the death of a fair share of our most famous heroes, so he still has reason to be nervous. Adventurers are an inventive breed after all.

And even if we can not kill him directly, we can still taunt him. He is soo slow after all.
Shoot crossbow bolts at him from a distance, and see how many can get stuck at a time.. or hurl globs of syndrome inducing goo at him, like the one that caused that nasty disease that Kaslun had.. yeah... that will teach him...

I still have probably two more parts of my tale and an epilogue of sorts to finish up. At the end of my turn, Dishmab's fastest speed was 506. He got engulfed in two separate thralling clouds, getting a 60% speed reduction each time. As far as I can tell, this also means he got the strength and mass increase twice too. 506 is not very fast at all - unfortunately for everyone else, that's as fast as he needs.

Here is a picture demonstrating what happens when you shoot things at Dishmab.

Spoiler (click to show/hide)



This poor goblin ambushed me and stood two squares away. He unloaded a quiver full at me. Dishmab is a legendary dodger, and every arrow missed.

I picked an arrow from the ground, threw it at him, and as he collapsed in pain, I strode over, pulled it out of his body and jammed it so hard into his head that he was thrown through the air. Dishmab can now kill most things by punching them so hard they explode.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 23, 2014, 07:51:48 pm**

Fortunately for anyone trying to murder him, the AI is too stupid to realize it can throw projectiles back at you. Or really do anything besides waddle towards you in the hopes of getting within melee range.

Dishmab kind of reminds me of Kore, now.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **January 23, 2014, 08:03:22 pm**

He reminds *me* of the Hulk. Corrupted by the radiation of Gamma Clouds (waves)

DISHMAB MAD

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Kromgar** on **January 23, 2014, 11:24:20 pm**

I've got a plan i'm going to kill the monstrous kesperan who infects those he meets with undeath/blisters... Its perfect... MWAHAHAHAHAHAHAHA! i just need to find where dashnib is

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Proto105** on **January 24, 2014, 06:31:42 am**

Quote from: Kromgar on January 23, 2014, 11:24:20 pm
I've got a plan i'm going to kill the monstrous kesperan who infects those he meets with undeath/blisters... Its perfect... MWAHAHAHAHAHAHAHA! i just need to find where dashnib is
May our gods be with you. Good luck!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 24, 2014, 07:32:59 am**

Quote from: Cynm on January 22, 2014, 06:31:18 pm
How big is a sperm whale kidney?

Good question. I just found this:

Spoiler (click to show/hide)

That's 97 sperm whale kidneys, that weigh one urist each with the bag making up the remaining weight.. The question is did they kill 48 and a half sperm whales to make this, or can you make more than one prepared kidney from a kidney?

Edit:
This is kind of weird actually: It's being sold by the Tame Hug, the food imports store right outside of the museum (in a parralel universe game). That's not all, that entire store is filled with bags of prepared sperm whale kidney, tons and tons of the stuff. That and a lot of body parts and corpses.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 24, 2014, 09:17:00 am**

According to the Wiki, butchering a sperm whale yields 55-85 prepared sperm whale kidney. This doesn't mean that the sperm whale has an absurd number of kidneys, merely that the kidneys it does have are divided into dwarf sized meals, which explains why they only weigh one urist.

The shop which sells them could easily have obtained that stack from one kidney. This doesn't explain their popularity. Perhaps they are an Omon Wogian delicacy.

And Kromgar, if you find Dishmab, you are welcome to try to kill him. He has killed four adventurers and deserves to pay for his crimes.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **January 24, 2014, 09:46:47 am**

I have never known an adventurer to achieve so many layers of evil, and yet maintain a certain level of sanity...He's not quite a rabid dog, but he acts like one. And the problem is, any attempt to put him down only leads to him having some practice putting down adventurers. Truly, a curse and a gift all wrapped into one.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Cynm** on **January 24, 2014, 01:29:15 pm**

That's actually why I was asking, I went into that shop and found about 10 barrels full of prepared sperm whale kidney. I really have to wonder how a shop that sells nothing but sperm whale kidney stays in business. Though it has given me an ideas for a museum submission. If I survive long enough.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **MrWillsauce** on **January 24, 2014, 01:49:00 pm**

Not that anybody should care about this, but there is an inaccuracy on the table (http://www.bay12forums.com/smf/index.php?topic=104399.msg4706903#msg4706903): Feb is female, not male.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 24, 2014, 04:28:35 pm**

Quote from: Cynm on January 24, 2014, 01:29:15 pm
That's actually why I was asking, I went into that shop and found about 10 barrels full of prepared sperm whale kidney. I really have to wonder how a shop that sells nothing but sperm whale kidney stays in business. Though it has given me an ideas for a museum submission. If I survive long enough.

The intact kidney of a great beast?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **January 24, 2014, 04:38:33 pm**

Quote from: Eric Blank on January 24, 2014, 04:28:35 pm
Quote from: Cynm on January 24, 2014, 01:29:15 pm
That's actually why I was asking, I went into that shop and found about 10 barrels full of prepared sperm whale kidney. I really have to wonder how a shop that sells nothing but sperm whale kidney stays in business. Though it has given me an ideas for a museum submission. If I survive long enough.

The intact kidney of a great beast?
An undead sperm whale you first killed then raised?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 24, 2014, 05:19:17 pm**

I think it'd be interesting if sperm whales were given the ability to fly in this game - I've always been partial to the "air-whale" idea...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Urist_McGamer** on **January 24, 2014, 05:52:34 pm**

Quote from: Timeless Bob on January 24, 2014, 05:19:17 pm

I think it'd be interesting if sperm whales were given the ability to fly in this game - I've always been partial to the "air-whale" idea...

That WOULD make them much more convenient to obtain.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 24, 2014, 07:52:29 pm**

Part 4 – The Beginning of the End

21st Limestone 1152

I travel for two days north to Crimsondepths. The travel is uneventful. Wildlife scatter in fear from me and I am not pestered by local bandits.

I arrive at the familiar fort of Crimsondepths. I find a terrified goblin lurking in the undergrowth, and I slit his throat. Entering the fort, I head straight for the forgeworks where I last saw the bismuth bronze tarantula. When I had only a steel axe, I could only dent its metal carapace. Now I have The Taciturn Keeper, the beast will fear me. I search the furnaces but cannot find the bronze tarantula, Meplul. Descending further I reach the bowels of the fort. I skirt some kind of pump stack and find the base of an enormous pit. I assume this is some kind of goblin disposal unit. As I turn the corner, I spot the tarantula.

It’s clattering mandibles hiss with poisonous gas, and its glowing eyes burn with rage. The carapace is scratched and his eight limbs still bear the dents from my old steel axe, and it recognises me.

The tarantula surges forward, attempting to impale me and bite me to inject his toxin, but to no avail. My reflexes are honed, and my enormously muscled body will not be harmed by its crude blunt attacks. With precise strikes, I methodically chop each of his eight legs off, before tearing his cephalothorax from his abdomen. The malevolent light dims and is extinguished from its sockets as it bubbles in a pool of its own corrosive vapours.

I spit on its corpse and I think of harvesting a trophy, but each leg weighs 8 tonnes.

I slew many creatures here all those years ago but I recall one beast I was too fearful to attack. One final beast stalks this place, a creature of flame. Since I have changed, I have walked the burning wastes of Hell itself. I have cut down flaming demons bathed in hellish fire. A creature of flame holds no fear for me. The beast lurks not far from the tarantula, Enira Sunkentar, shade of flame.

I stride confidently towards it as it shoots jets of smoke and flame at me. Clouds of ash billow around me as I bite the flame creature in the carapace and it collapses with a shriek, the vital force which animated it unbound. Its smooth carapace is surprisingly light, and I stow it in my pack.

Exiting the fort, I begin my long trek east towards Dinnerwandered.

25th Limestone 1152

I am ambushed by a raging sasquatch. It towers above me, feral aggression in its eyes. In order to make things more interesting, I decide to bite it into submiussion. Tearing at its limbs and biting its torso it begins to bleed heavily. It wrenches my mouth free of its throat, avulsing my back tooth. Its breath comes in ragged gasps before it collapses dead. I have travelled east along the northern coast of the Waters of Meditation into a rolling desert and it is not long before I enter a large tomb complex. I enter and awake a mummy called Kir. She wanders off to raise her minions. I find no worthy treasure in these tombs and continue my voyage east.

Not far from the tomb is a goblin town called Crowncruelty, nestled in an evil plain. An execrable fog cloud washes over the parched landscape. It washes over me and I feel invigorated. New ropes of muscle burst from my torso. I am noticeably slower now but the strength and endurance now flowing through me more than compensates. I wonder if Crowncruelty too is in the midst of an undead incursion and head into the town.

There is a commotion as a goblin administrator called Mato cries a battle cry. I have been spotted by the goblins and marked for death as an abomination. Goblins pour from a low crude building and leap upon me.

Stooping behind Mato to exit the low door is a human knight. He is clad in iron and strapped across his back is a massive two handed adamantine sword. The sight of this weapon makes my eyes grow large. The dwarves are the only race to have mastered the god-metal and would never craft a blade so large as to be unwieldy by dwarven hands. On closer inspection the sword bears no markings or signs of forging, like it was created by the breath of Armok from a single splinter of adamantine. This must be a hell blade, one of only two known in the world. The other I know to reside in the Museum, laid there by my old comrade Nil Swifttoast. I realise with an on odd sense of wonder and glee that this human knight can be no other than the human necromancer vampire lord, Bora Ragedance the Allied Flesh of Nourishing, one of my heroes!

As these thoughts flow through my mind, I am steadily butchering the goblin horde. Bora makes his true nature known by animating the fallen corpses. The goblins recoil in fear and start hacking at their fallen brethren. In the chaos, Bora is embroiled in a battle with these goblins he clearly once had peace with.

In a demented moment, I decide that in order to seek some glory, I will best Bora in battle and bring with me to the Museum his ear as a trophy! I sheath my sword as I do not wish to kill such a famous veteran warrior. I bring out my iron whip and lash at his limbs. I score a hit on his right hand, and his masterwork bronze scimitar clatters to the floor. It is then that I notice at his feet the dismembered corpse of Ini Passskirt, another adventurer who had sworn to best Bora in battle.

As Bora reels in pain from his broken hand, I lunge in for my attack. I will bite his ear and tear it from his head.

The next moment will live with me forever. I underestimate my new found strength in a terrible way. In a fluke attack, I miss Bora’s ear with my gaping mouth and latch on to his skull, crushing it instantly with a sickening wet crack. His iron helm splinters like wood and thick black blood spurts from his ruined head.

Bora Ragedance falls lifelessly to the floor, the essence of life flooding from his limp body.

Suddenly I am overcome with guilt and remorse. My father would send me to sleep telling me of Bora’s and Nil’s exploits, and now he lies lifeless by my own hand. Bora Ragedance once commanded the largest undead horde in the world, descended the depths of hell, and sowed fear and respect into the hearts of all the lands with his tales of infamy, and now he is dead.

I scoop Bora’s blood into a bag in my pack and gather his belongings and corpse. I also gather the corpse of Ini Passskirt, who had attempted to kill Bora before being struck down by her own hand. I will make amends by interring these heroes in the Tomb of Heroes.

5th Sandstone 1152

It has been a gruelling trek but I am nearly half way to the Tomb. A couple of times in haunted areas the corpses I have in my pack have reanimated. I have had to wrestle them to submission before stowing them again. I am currently in the Prairie of Combinations, in the territory of the Whirling Confederations. Two kobolds attempt to ambush me, unsuccessfully.

6th Sandstone 1152

I encounter a giant lair. I have never fought these beasts. Outside the lair is a human wrestler mummy called Zih, who is heading for the giants. Knowing he will reanimate Bora’s corpse during the battle with the giants, I pause to behead him.

I slay the giants in turn by jamming Bora Ragedance's corpse into their skulls - a fitting tribute for a great warrior. I continue my travels east and then north, skirting the ocean.

Spoiler (click to show/hide)



I am ambushed by a lone goblin of the Saturnine Tiredness. I hit him so hard with my unicorn horn that he is thrown through the air and dead when he lands. I continue north until I am in the lands of Omon Woge.

9th Sandstone 1152

I follow the road north to Dinnerwandered and as I approach a bridge in the road, I am assailed. A human hammerman lunges at me screaming his name. I place him in a chokehold with one hand and toss him to one side.

Entering the discrete palm shack, I find a chest and inside, a cave fish man left hand bone. This appears to be some kind of shrine, perhaps this is a holy relic of the great Teshil Despairdaub who ruled Dinnerwandered for centuries. Next to him is a coin of Omon Woge commemorating his ascension as ruler of these lands. I pay my respects and press on north to the Tomb of Heroes. I avoid the towns as I do not want to slay any innocent humans.

[Spoiler](#) (click to show/hide)



I know I am back at the Tomb of Heroes when the headless corpse of Keth Tunnelpads greets me warmly. He decides to follow me for a while, some vague instinct inside him remembering that it was I who had breathed unlife back into his corpse. A swift punch to the torso makes Kesh crumple into a pile of ancient flesh and bones once more.

10th Sandstone 1152

As I ascend the steps to the tomb and pass the ever-burning fires, I pause. Will Dishmab Northmanor deserve a place in this tomb? How will history remember me?

I gently place Bora Ragedance and Ini Passskirts remains in the tomb. I place Bora's belongings in one corner of the room. His two handed adamantine sword and famus bronze scimitar lie as testament to the great man he was.

I return the way I came, arriving in Dinnerwandered in the late afternoon. Removing from my pack the things I do not need, I travel to the guardroom I had visited before. In this room to the right of the Museum, I place a variety of weapons and armour I have no use of. These include a masterwork iron whip and masterwork adamantine crossbow, and some dwarf sized steel armour.

Next I wander into the Museum itself. Knowing the place is patrolled by crossbowmen, I sneak to avoid bloodshed on this famous floor. I retrieve my old exhibit, the dragonscale backpack, and within it I place the teeth of the dragon I punched out, Ongong Fireflares the Diamond of Sweltering. I also leave the iron mask from the dead goblin I retrieved many days ago, and the shell of the fire beast from Crimsondepths.

In the museum ground floor, I place a bag brimming with Bora Ragedance's blood next to my backpack. Perhaps some adventurer can imbibe his essence so that it may live again.

I lay my unicorn horn, soaked in gore and chipped and scraped by the many deaths it has caused, to the south of the room.

I place the masterwork pot full of demon, dragon and forgotten beast roasts I retrieved from Ironhelm, with demon-salt seasoning, on the floor.

The final object I place, which I will consider to be my submission is the hacked off head of the firebreathing demonic grey fiend. I recall with a grin beheading this enormous monstrosity while being immolated by its hellfire.

I think this may be the last time I look upon these exhibits and I wander around the museum. There are strange and wonderful things here, testament to the bravery of the mortals of this world. I do not belong here any longer.

[Spoiler](#) (click to show/hide)



11th Sandstone 1152

I return to my old house to find Nil casually dismembering a fish cleaner. I greet my old nemesis coldly, as I always do. This time, however, something is different in his eyes. He sees how I have changed. He knows I have murdered.

Nil lunges at me, his steel sword shining.

In the decades since we last fought I have had much time to reflect on how to best such a creature. I have the advantage now as since we last fought I have become impossibly strong, and more skilled with my weapons. I also now wield the most powerful weapon on this earth, Crabadorned the Taciturn Keeper. I will best him tonight.

My destruction of Nil is calm and methodical. My first step is to cleanly dissect from him both his arms. With no ability to grasp a blade, Nil cannot harm me. The arms drop by his sides, and he reanimates them with a word. He looks at me with a strange look. Fear? Peace? Perhaps he is ready to die.

I follow the next steps I had rehearsed in my mind. I cannot harm Nil through his impenetrable armour, so I use my wrestling skills and superior strength to deprive him of its protection. Carefully I remove his once shining adamantine armour, now caked in filth, as he struggles helplessly.

Closing my eyes, I calmly place my legendary glowing sword in front of me, and in one fluid movement I bisect the Colourless Complexity. His body, cleaved in two, drops silently to the bloody floor.

[Spoiler](#) (click to show/hide)



I imagine I see a smile on his face, as the unnatural vigour that animated him seeps away.

I fall to my knees and for the first time in a lifetime I cry a tear.

I remember being a young dwarf once, hearing tales of Bora Ragedance and Nil Swifttoast, and now look at what has become of me.

I have slain those who I held as heroes, through accident and misfortune.
I have laughed and punched dragons and great beasts to death.
I have hacked firebreathing demons apart in the hot ash of hell.
I have travelled the length and breadth of the world.
My armour is ornate and impregnable.
My sword can cut through life and death itself.

I weep slowly. For there are no more challenges for Dishmab Northmanor the Mute Saffron Soot.

Solemnly I entomb Nil and his adamantine armour on the highest floor of the museum, and I slip into the night. With that, I become shadow and legend. My story is at an end.

Wow. What a turn. I hope I did Dishmab justice.

When Bora died I sat staring at my screen in disbelief, I totally did not mean to do that. Same thing with Nil, he was hostile to me and I had no choice. I suppose Dishmab is an infamous villain now, but that is not how he sees himself. He didn't set out to do these things.

I found it hard to find somewhere to retire him so I travelled to a necromancer tower to retire.

Final stats:

Spoiler (click to show/hide)

Novice	Butcher	190/600	Partially Numb	Superdwarven Strength	upper body
Legendary	Axedwarf	205/3200	Thirsty	Superdwarven Agility	lower body
Legendary	Swordsdwarf	311/2600		Superdwarven Toughness	head
Novice	Macedwarf	246/600		Superdwarven Endurance	right upper arm
Dabbling	Hammerdwarf	81/500		Average Recuperation	left upper arm
Dabbling	Speardwarf	429/500		Very Low Disease Resistance	right lower arm
Legendary	Shield User	2387/4700		Average Analytical Ability	left lower arm
Legendary	Armor User	413/3700		High Focus	right hand
Legendary	Lasher	482/2200		Superior Willpower	left hand
Adequate	Thrower	280/700		Very Low Creativity	right upper leg
Legendary	Ambusher	4093/4900		High Intuition	left upper leg
Legendary	Swimmer	232/2500		Very Low Patience	right lower leg
Legendary	Observer	145/2900		Very Low Memory	left lower leg
Novice	Reader	0/600		Very Low Linguistic Ability	right foot
Legendary	Fighter	5318/11100		Superdwarven Spatial Sense	left foot
Adequate	Archer	280/700		Very Low Musicality	nose
Legendary	Wrestler	3154/7200		Superior Kinesthetic Sense	left shoulder
Proficient	Biter	364/1000		Average Empathy	
Great	Striker	1448/1600		Average Social Awareness	
Talented	Kicker	225/1100		Average-sized for a dwarf	
Legendary	Dodger	394/2800		Speed: 506	
Great	Misc. Object User	1416/1600			

His nose is broken. He is incredibly muscular. His medium-length sideburns are braided. His very long moustache is neatly combed. His very long beard is neatly combed. His hair is clean-shaven. His gold eyes are bulging. His ears are narrow. His eyes are slightly close-set. His skin is pale brown. His right hand bears a very short straight scar. His upper left back teeth is gone.



Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 24, 2014, 08:55:56 pm**

Quote from: MrWillsauce on January 24, 2014, 01:49:00 pm
Not that anybody should care about this, but there is an inaccuracy on the table (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4706903#msg4706903>): Feb is female, not male.

Fixed and table updated to my turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **January 24, 2014, 09:00:37 pm**

You bit him in the head. You took one look at a multi-legendary vampire necromancer whom no other man or beast has laid a finger on in fifty years, and decided you wanted his ear. So you nommed on his brains, through the helmet.

That was hilarious. :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 25, 2014, 12:12:07 am**

It was a bit of an "oh shit" moment. The other three adventurers were killed as they attacked me first, Bora was definitely an accident.

I hope your next turn allows you to avenge his death!

Oh, and sign me up for another turn Bralbaard. A new adventurer this time though!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 25, 2014, 04:35:06 am**

Nice turn, and all that in between changing diapers...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **January 25, 2014, 07:08:19 am**

So, you became a twice-husked vampiric necromancer with legendary skills, got yourself an artefact adamantine weapon, slew every single great beast that opposed you, wandered the depths of hell and bested the greatest adventurers that ever roamed this world, including Nil, who was believed by many to be invincible.

Wow.

I believe Kesperan has just won adventurer mode.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 25, 2014, 08:34:25 am**

I may have to quote that in my sig!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **January 25, 2014, 01:47:13 pm**

Quote from: kesperan on January 25, 2014, 08:34:25 am
I may have to quote that in my sig!

Sure, feel free.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Gnorm** on **January 25, 2014, 03:33:17 pm**

Might I have another turn as well?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 25, 2014, 04:37:35 pm**

Turn list updated, also, Eric blank requested to be moved down a few places, Koter is up when Cynm is finished.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Cynm** on **January 25, 2014, 08:21:20 pm**

Well, I died. I grabbed the iron armor from the tower to the right of the museum and set out for the ocean. I couldn't recruit any followers and was killed by bogeymen less than a map square from the ocean. I'll spend some time making a fort and then pass the save along.

Edit: In the course of the construction of my fortress almost every single migrant has been adept or higher in at least one skill, now I've just gotten a migrant wave with two legendary migrants. I think they might have come from other forts. I'm going to nickname all the dwarves in my fortress after people on the turn list, so hopefully they will show up somewhere later.

Edit2: Three, three LEGENDARY dwarves. A woodcutter, a mason and a farmer.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 26, 2014, 02:49:46 pm**

Bogeymen can be fatal for young adventurers.

The game has been running for over 100 years, so some migrants will be veterans of several forts. You might be lucky and get some legendary military dwarfs too!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **January 26, 2014, 02:52:40 pm**

Quote from: kesperan on January 26, 2014, 02:49:46 pm
Bogeymen can be fatal for young adventurers.
The game has been running for over 100 years, so some migrants will be veterans of several forts. You might be lucky and get some legendary military dwarfs too!

Maybe Dishmab will turn up :D

Title: **Re: The Museum: Adventure mode succession world**
Post by: **TheFlame52** on **January 26, 2014, 07:29:53 pm**

Huh, I didn't know that you could be twice-husked. I figured that it was a once-only thing, like how you can't become a vamp or werebeast after being husked.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 26, 2014, 08:20:28 pm**

Neither did I. Two different named clouds with different named syndromes. Definitely had a speed decrease which is how I knew it had husked me again.

As regards Dishmab the Deathless, Lord of Unlife, Ender of Asventurers ever migrating to a fort I think this would be very unlikely as he is "opposed to life" and hardly even a dwarf anymore. Needless to say it would be most... unfortunate for the fort in question.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 27, 2014, 02:24:31 am**

Quote from: TheFlame52 on January 26, 2014, 07:29:53 pm
Huh, I didn't know that you could be twice-husked. I figured that it was a once-only thing, like how you can't become a vamp or werebeast after being husked.

At your next BBQ, try some twice-husked bean! They're good'n'hearty!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Cynm** on **January 27, 2014, 12:36:35 pm**

Does anyone know how to fix DF's textures? My goblins look like buckets and it's getting to be a problem.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 27, 2014, 01:25:06 pm**

Download an earlier version of this succession game, for example, the first turn. Make a backup of your current save game, just in case. Delete the raws folder in your current save game, and copy the raw folder of the earlier save game in its place. That*should* work

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **January 27, 2014, 05:47:24 pm**

Man, has no one checked out Combinelocks the Lock of Combinations? I built that place *specifically* as a first-stop for adventurers. Come ooon, it's not that far away, people! Give it a loook! ;D

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 27, 2014, 06:06:13 pm**

It is one of few places I haven't checked out yet.

If I make a new adventurer next turn I will be sure to check it out.

I can only guess from the name that it involves a combination lock, and probably an unhealthy amount of magma.

Edit 1: Also, I would like people looking for more of a challenge to explore Ironhelm. It has a pyramid built on the sea, and an actual gateway into hell.

Edit 2: Woohoo, page 100!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Cynm** on **January 27, 2014, 08:25:22 pm**

Quote from: Bralbaard on January 27, 2014, 01:25:06 pm
Download an earlier version of this succession game, for example, the first turn. Make a backup of your current save game, just in case. Delete the raws folder in your current save game, and copy the raw folder of the earlier save game in its place. That*should* work

That worked, thanks.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Cynm** on **January 28, 2014, 03:20:08 pm**

Well, here's the save. I wanted to do more with the fortress, but I was getting the nemesis unit load error fairly consistently.

Save. (<http://www.mediafire.com/download/v8lharfj9boh9hm/The+Museum+-+Turn+56.zip>)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 28, 2014, 03:35:56 pm**

Thanks , I'll PM the next adventurer.

I hope that nemesis error won't start causing to much problems for other forts or sites.. currently Tongsrace is broken because of the same error,

maybe the bugged creature that causes this tried to migrate to your site?

Are you going to do a more extensive writeup on your adventurer? We currently do not yet have a name or race or other details on your adventure. Alternatively I can put it up as an assignment for our historians by delving into legends mode, that was great fun last time we did that.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Cynm** on **January 28, 2014, 03:48:27 pm**

I think that the nemesis unit did try to migrate to my fort, which is what caused the problem.

My adventurer started as a human in Dinnerwandered, acquired a little bit of armor from the guard tower to the right of the museum, and died about ten minutes later. It was really quite underwhelming.

I feel bad for not providing an entertaining story. I have an idea for something else I could do, and if that works you'll see it on the thread soon.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 28, 2014, 04:02:36 pm**

Having a short adventure is just bad luck. It seems you did submit a nice site for future players, that definitely makes up for the short adventure. Here is the new site's location. Somewhere between The First Anvil and Landplanted:

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 28, 2014, 07:32:45 pm**

Adventurer list updated to include Cynm's adventurer.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 31, 2014, 04:25:37 am**

While reading through some old entries I discovered an error in the adventurer list.

My first adventurer, Bralbaard Scaledskin was not murdered by Osman Snackedsparkle, but by Luto Firepumpkins. (http://www.bay12forums.com/smf/index.php?topic=104399.msg3297923#msg3297923)
Actually, Osman was my only notable kill.

Also, Koter has downloaded the save and is playing.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 31, 2014, 05:20:24 am**

Quote from: Bralbaard on January 31, 2014, 04:25:37 am

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Actually, Osman was my only notable kill.

Also, Koter has downloaded the save and is playing.

I did not this discrepancy myself when I was making the original list, but according to Legends Viewer and legends mode, you died to Osman. Perhaps you bled to death from a wound from Osman, as Luto hacked you apart. I will double check this again though.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 31, 2014, 05:33:36 am**

Legends mode tells me this:

Spoiler (click to show/hide)

I'm not sure why Bralbaard is only mentioned in the kill list and not as an event.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 31, 2014, 05:49:09 am**

I just double checked it in Legends Viewer and you are indeed correct.

I will amend the list accordingly.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 31, 2014, 06:34:48 am**

Sorry Braalbard, the DF historians feel you're only footnote material. You really should have chipped in on that new wing...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **January 31, 2014, 01:27:03 pm**

Hey everyone. Here is the save:

http://www.mediafire.com/file/osfekova801231q/The_Museum_-_Turn_57.rar

I was really shooting for a nice story and even got the tools needed to kill the last boss of this game, but DF happened. I will write up the short tale of Urdim later, did not want to hold the next player. I guess I'll save the big story for later.

Please put me on the list again. I am too busy with work and family right now for a good fort... Maybe Bralbaard will let me have a longer turn next time?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **January 31, 2014, 03:09:00 pm**

There are a lot of people waiting for a turn, so for now we'll try and stick to the one week schedule. You still had quite a few days left in this case. Anyhow I'm looking forward to the story..

I've send Proto105 a PM.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **January 31, 2014, 04:29:34 pm**

Quote from: koter on January 31, 2014, 01:27:03 pm

... even got the tools needed to kill the last boss of this game,

You were going to slay Dishmab? Such pertinence from the likes of you!

As they say in the ancient tongue of the dwarves, "Come and have a go if you think you're hard enough!"

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **January 31, 2014, 04:43:38 pm**

(Nah - that's a jerk move, I apologize for posting it in the first place)

Fixed it for ya

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 01, 2014, 07:01:17 pm**

Adventurer list updated.

Koter's adventurer, Urdim, was slain by a mummy released in 1092 by Bora Ragedance, half a continent away from its original tomb. The year is now 1159, and still we are feeling the effects of Bora's mass undead insurgency.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 01, 2014, 09:35:57 pm**

Nothing can ever really be undone in this game. Something like 30 mummies wandering the wilds, all yours to enjoy. :P

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Raidau** on **February 03, 2014, 12:10:46 am**

I've recently figured out a simple way to create a slab and write whatever I want on it. The information is not lost when you save the world. Many players who are familiar with gm-editor should know how to do that, so this little manual for those who don't:

Requirements:

- 1. dfhack r3 or newer
- 2. createitem script
- 3. gui/gm-editor script

What you need to do:

- 1. Use createitem script to create a slab. (go to your adventurer's status and type in dfhack console: "createitem SLAB <material>", for example: "createitem SLAB GRANITE" without the quotes, of course.
- 2. Select created slab and call gm-editor, by typing "gui/gm-editor" (i advice you to create a shortcut). You must see a list of item's properties:

- To make custom text appear on the slab select **description** field and type whatever you want. Slabs description will change to somethig like this

Quote

This is a granite slab.
The slab reads: "In memory of UristMcDragonSlayer, the greatest of all dwarves"

- **engraving_type** field controls slab's name and appearance in game: -1 is default, 0 - memorial, 1-24 - different shop signs
- **quality** and **wear** may also be changed for roleplay purposes.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **February 03, 2014, 01:36:16 am**

Urdim was quietly moving through dense grass, tall trees of the Massive Brave Forests high above him, when he heard Erib scream. It was two days since he began his journey, and they have just left Roofbowel, and with it the territory of the Rainy Lashes. They were now in terra incognita, as far as his map would tell: trees and trees all around up to the Glad Seas. He was very thankful for having met Erib, since she was the only person who had the courage to leave home behind - even though he was uncomfortable with the thought of being alone in the wilds with a lady for a prolonged period of time. Anyway, she was a hunter, and he desperately needed someone to scare off bogeymen, so he had to take her. And now she let out this painful scream - he looked back and saw her and an alligator. She probably made a shot at it, but the beast was too quick and strong, and it ripped her arm off. Urdim's eyes widened with terror and he vomited. Erib let out another scream. In a minute, it was over. She could not land a single blow on the thing. Urdim clutched the handle of his sword, but the alligator just lay there, probably not having noticed him in the first place. His heart beating fast, Urdim slowly turned around and crouched towards Roofbowel, leaving the place where he lost his first and only companion for this journey. When he was back at the hamlet, he went into the nearest house and sat down, shaking and weeping. He was not ready to lose a friend so soon: they barely made a dozen steps.

He spent the rest of the day mourning Erib's death. But on the next morning, he knew he had to think of a new way to proceed. He had to move on. The hamlets were full of his kinsmen, who were scared to death by stories of three creatures of night right outside, in the woods.

He surveyed his inventory. The steel sword and shield were his most prized possessions. One day, he wandered into a house in Magicbusts and found out that an older swordsman had died. For some reason bodies would not rot above ground - no miasma or anything, they just decayed, simple and clean, so there was no practice of burying the dead among his above ground kinsmen. The dwarves living in that house liked the old man, and apparently they all knew him well, so they respectfully lay him there with his hands crossed on his chest. But the old man had something very rare among his equipment: a steel shortsword and shield. Since Urdim was the only dwarf who knew how to handle a sword in the whole of the Rainy Lashes, they let him replace his copper sword with the old man's steel one. They were glad that such a fine piece of crafts dwarfship would be of use to someone. From that moment on, he considered it his responsibility before the clan to face the monstrosities that terrorized them: steel was the only metal known to be able to harm them.

That's how his journey began. And now he was alone again. A single night alone in the wilds was almost certain death.

He talked to almost every single dwarf in Magicbusts, Laboreddashes and Roofbowel, but they were too terrified of the prospect of accompanying him on his task. He couldn't blame them: after all, they were not fighters. He needed someone skilled and ready to face danger. He needed to find a mountainhome. According to the map, the nearest fortress was to the north-east. Far to the north-east. There was no going around having to travel alone for many days, except one option: Bowelsmiths, the farthest and northerhnmost hamlet of the Rainy Lashes. Eventually, he made up his mind. He could get there in two days if he were fast enough, and he was ready to spend the night without sleep. He gathered his possessions, checked the supplies and walked out of Roofbowel, ready to face whatever danger was out there.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **February 03, 2014, 03:10:42 am**

Soon he saw Erib's mutilated corpse by the riverbank. He made a long detour to avoid encountering the alligator that killed her and cautiously entered the densely wooded area of the Massive Brave Forest once again.

After a long day of sprinting through the forest, he noticed that the sun was beginning to set. He felt his heart sank as he surveyed his surroundings: no rock or stone to set his back to, only trees everywhere. He simply couldn't feel safe like this, he was a dwarf, after all. Apparently, his only choice was to risk wildfire by surrounding himself with camp fires and stay awake to avoid being taken by surprise by the bogeymen.

All of a sudden, he saw an entrance to an underground area between the trees. It seemed like a lair of some forest creature. He hurried on to the hole in the ground and stopped next to it to listen. Making sure it was quiet, he cautiously stepped down and... I am Ecu Beastadores! - came a shout. He recognized the name. Standing before him in a small and narrow cave was a werebeast, one of the three of his targets. And, while she was large and seemed strong, she was in her elven form. For some reason, he stayed calm, even though he was facing

real danger one to one for the one in his life. He unsheathed his sword and struck, but she jumped away. Blocking her attack, he slashed with his sword and her elf blood stained the floor. She attacked him twice, he blocked, and seeing his chance he dropped his shieldf and grabbed her by the upper body. Her feral eyes widened with fear as she tried to struggle in vain against his strong grip. He drew back his arm and, letting out a deep roar, threw her across the cave. She slammed heavily into the wall, he took several quick steps and brought the sword down on her head.

He stepped back, breathing heavily. After a few moments he caught his breath and finally had the chance to look around him. At the other end of the cave there were two corpses of Ecu's previous challengers. He realized he could have met the same fate and took the time to mourn the death of all Ecu's victims. Suddenly, he saw a glimmer of metal in the darkness. As he drew nearer, his eyes widened - it was a pick! He took it in his hands and felt how well it fit into his grasp. Just like his kinsmen, even though he lived above ground, deep down he knew that he was a digger all along. He took the pick and put it into his backpack.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **February 03, 2014, 10:40:19 am**

Quote from: Raidau on February 03, 2014, 12:10:46 am

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This is a granite slab.
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• **engraving_type** field controls slab's name and appearance in game: -1 is default, 0 - memorial, 1-24 - different shop signs

• **quality** and **wear** may also be changed for roleplay purposes.

Yes!! I've been trying to figure out how to do this for ages! Thank you so much! :D

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 03, 2014, 02:30:17 pm**

Another legendary alligator has been added to the creature pool, I wonder if we'll encounter him later.
It can be a pain to keep your companions alive.

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Awesome. This can have so many uses..
Does this also work in fortress mode? This could be really useful for leaving notes for adventurers, or just for providing some background story to your fortress. I guess that instead of slabs, books could be used as well.

Everybody should feel free to use dfhack and this technique for creating slabs/books. (but please refrain from using the same technique to create slade warhammers or adamantine swords, please ;D)
It's an extra reason for adventurers to invest in some reading skill.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Urist_McGamer** on **February 03, 2014, 02:52:29 pm**

Quote from: Bralbaard on February 03, 2014, 02:30:17 pm

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It's an extra reason for adventurers to invest in some reading skill.

Are adamanitine warhammers OK? 8)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 03, 2014, 03:29:36 pm**

No :P

Also (I know nothing about programming) is there a way to add linebreaks in the text of the slab? It looks like the slab can take quite large text fragments, but it becomes slightly unreadable when its just a wall of text.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **February 03, 2014, 03:51:24 pm**

Quote from: Raidau on February 03, 2014, 12:10:46 am

-snip-

...yes.

That's real good. Let me see if I can make a much more streamlined version of this.

EDIT:

**This is a vomit slab.
The slab reads "Cthulu Fhtagn!".**

That worked.

Code: [\[Select\]](#)

```
function createItem(mat,description,quality,pos)
    local item=df.item_slabst:new()
    item.id=df.global.item_next_id
    df.global.world.items.all:insert('#',item)
    df.global.item_next_id=df.global.item_next_id+1
    item:setMaterial(mat[1])
    item:setMaterialIndex(mat[2])
    item:categorize(true)
    item.flags.removed=true
    item:setSharpness(0,0)
    item:setQuality(quality-0)
    item.description=description
    dfhack.items.moveToGround(item,{x=pos.x,y=pos.y,z=pos.z})
    return item
end

function posIsValid(pos)
    return (pos.x~=30000 and pos.y~=30000 and pos.z~=30000) and pos or false
end

function engraveSlab()
    local script=require('gui.script')
    local pos
    if df.global.gamemode~=1 then
        pos=posIsValid(df.global.cursor) or posIsValid(dfhack.gui.getSelectedUnit(true).pos) or posIsValid(dfhack.gui.getSelectedItem(true).pos)
        if not posIsValid(pos) then qerror('Needs a valid position (select an item or unit or place your cursor somewhere!') end
    else
        pos=posIsValid(df.global.world.units.active[0].pos) or posIsValid(df.global.cursor) or posIsValid(dfhack.gui.getSelectedUnit(true).pos) or
posIsValid(dfhack.gui.getSelectedItem(true).pos)
    end
    script.start(function()
        local matok,mattype,matindex=script.showMaterialPrompt('Slab','What should the slab be made of?')
        local descriptionok,description=script.showInputPrompt('Slab','What should the slab say?',COLOR_WHITE)
        local item=createItem({mattype,matindex},description,0,pos)
    end)
end

engraveSlab()
```

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Raidau** on **February 03, 2014, 11:59:16 pm**

-

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Raidau** on **February 04, 2014, 12:10:19 am**

Quote from: Putnam on February 03, 2014, 03:51:24 pm

Quote from: Raidau on February 03, 2014, 12:10:46 am

-snip-

...yes.

That's real good. Let me see if I can make a much more streamlined version of this.

EDIT:

**This is a vomit slab.
The slab reads "Cthulu Fhtagn!".**

That worked.

~~Looks impressive, but how do I use it? :) seems like it has some dependances. I added script.lua and dialogs.lua from dfhack/library/lua/gui on github to my script/gui folder, it prints a lot of errors anyway.~~

Now i see.. it requires dfhack r4, script.lua and dialogs.lua, and it works! I hope community games will become more informative :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **February 04, 2014, 12:51:34 am**

Several days have passed. Urdim abandoned his steel sword and was now using the pick as his primary weapon. He was getting very attached to it, and very skilled. When night would fall, he would dig out a hole in the ground or a nearby rock and carve out a small sleeping area for himself. The experience was... illuminating. The more time he spent underground, the more he has been feeling something rise up in him. He felt the urge to dig and carve and build, and he had never felt so comfortable and safe.

But he needed to venture forth. At dawn, he would gather up his possessions, have a hearty lump of honey badger meat, and move on. The northern lands brought a shock: everything was destroyed. There was no one there anymore, no dwarves or grazing animals, only broken and dilapidated houses and unkept fields. It seemed like they had been abandoned a long time ago. He now knew why there had not been any news from the North for a long time. But where did they all go? There were no possessions, no corpses, no anything. It just seemed as though at some point all of them took their belongings and animals and simply left. It was a complete mystery.

He was now heading back home. He needed to spread the news about Ecu's death. Maybe he would venture in another direction from there. To reach the nearest mountainhome in the north-east, he had three options: the sea, the desert, or the evil lands. It was going to be very, very dangerous, and he was not sure he was going to make it. At the very least, he would need something better than his giant rat leather armor for protection. He reached the river. It was the same river that flew through Roofbowel, but much further upstream. He was getting closer.

He paused on the riverbank, surveyed the waters and cautiously started to move downhill...

His leg slipped. He fell into the river, and, all of a sudden, he noticed something move. Alligators! Two giant beasts were waiting for him right under the surface! One of them dashed forth violently, trying to close his jaws on his leg. He dodged the move and tried to get to the other shore. He was faster than them, but just when he was getting out of the water, the beast finally reached his foot. The pain was excruciating. He screamed. The alligator shook its head with his foot in the mouth. Urdim roared and struck with the pick. The alligator finally let go and Urdim crawled away from the riverbank. The second predator also got out of the water and they followed him. Urdim dodged their attacks and struck with the pick violently,

moving back and not letting them attack at the same time. He would strike and strike, until the second alligator convulsed and tried to escape, trickling blood. The first one was still fighting, until Urdim finally brought the pick on its head, shattering the skull. Urdim looked around for the other one, and found it on the opposite riverbank, motionless. It was over.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 04, 2014, 01:31:10 pm**

Quote from: Raidau on February 04, 2014, 12:10:19 am

Quote from: Putnam on February 03, 2014, 03:51:24 pm

Quote from: Raidau on February 03, 2014, 12:10:46 am

-snip-

...yes.

That's real good. Let me see if I can make a much more streamlined version of this.

EDIT:

This is a vomit slab.

The slab reads "Cthulu Fhtagn!".

That worked.

Looks impressive, but how do I use it? :) seems like it has some dependances. I added script.lua and dialogs.lua from dfhack/library/lua/gui on github to my script/gui folder, it prints a lot of errors anyway.

Now i see.. it requires dfhack r4, script.lua and dialogs.lua, and it works! I hope community games will become more informative :)

Do you have any other information about how to get it to work, such as where to put it and what file type to use? I'm sorry but I'm not really skilled with dfhack's more complex functions.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Raidau** on **February 05, 2014, 12:09:57 am**

Quote from: Eric Blank on February 04, 2014, 01:31:10 pm

Do you have any other information about how to get it to work, such as where to put it and what file type to use? I'm sorry but I'm not really skilled with dfhack's more complex functions.

Here you go <http://dffd.wimbli.com/file.php?id=8398> (<http://dffd.wimbli.com/file.php?id=8398>). I uploaded it in utilities section.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 05, 2014, 01:02:35 am**

Thanks putnam!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Putnam** on **February 05, 2014, 01:14:17 am**

...The only thing it actually requires to work with r3 is a single added closing parenthesis in script.lua, actually. See here (<https://github.com/DFHack/dfhack/commit/4a32aff6a336944906fb4627f8f06384eb9f46d3>).

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **February 05, 2014, 01:25:51 am**

It was dawn. Urdim squinted as he watched the sun rise.

Breakfast was alligator meat. He surveyed his map. According to the rumors, the next lair was in a few hours of travel to the south. Maybe more, since he could not stand straight anymore. The foot would not heal and was badly infected. He tried to sleep it off and rested for several days, but it didn't help. He did not know of a doctor who would help him; if it still would not heal, he would have another reason to find a mountainhome. They usually had hospitals and if he found a doctor, they should be able to help.

He crawled on. Even not being able to stand, he was now an accomplished fighter, so he was pretty confident. He would destroy the second creature of night in the next lair and then proceed to Roofbowel. It was his responsibility as a protector of his kinsmen, after all.

A river. He crawled nearer and put his foot in the water, letting the flowing water clean it and cool it down. He still could not feel a thing with it.

He crossed the river cautiously, wary of any dangers that might lurk in the water.

Several hours later, he was getting closer to the lair when he saw a figure in the distance. It was heading his way. I am Stral Noseslushed, - it announced in a dry, low voice. Then with giant leaps it started to close the distance between them.

Urdim's heart filled with fear. A mummy! Almost forgetting about his foot, he tried to back away, but there was no chance of escaping in his condition. He took the first thing there was in his backpack: a copper battleaxe he picked up at some point of his journey. Swinging his arm, he hurled it at the bandaged enemy, but missed.

The mummy jumped at him, but he blocked the attack with his shield. The blows came raining. They were incredibly fast, but his reflexes kept up. He blocked several slashes of the mummy's slicing knife and struck with the pick, but the mummy easily dodged the attack. Then the same thing happened. And again. The mummy attacked in a flurry of strikes, he blocked and counterattacked, but the mummy would dodge or parry. He struck with his right leg and managed a leg lock on the mummy's head. As he was preparing to throw it down, the mummy slashed at his right foot and cut it off. Urdim screamed and struck with the pick, missing the mummy. The mummy kept striking, he blocked, but the things were getting worse. He was bleeding. He missed every time.

The mummy reached his leg and tore it apart.

He blocked and blocked and blocked, but his hits never landed.

The mummy stabbed his leg and twisted its knife in the wound. Urdim's eyes widened with pain and terror. It slashed his left leg and it sailed off in an arc. Then the mummy struck his wielding arm with a free hand. Urdim felt his hands lose strength and he dropped the pick.

He finally gave in.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **February 05, 2014, 01:36:28 am**

It was a surprise to get steel and then a pick. I trained Urdim for quite a while, and dug quite a lot. The adv-fort thing is great. For some reason Stral was roaming around the next lair, but it turned out that the lair itself also contained a mummy. Urdim did not stand a chance. Funny thing: I kept pressing '.' when Urdim bled to death, and saw that the mummy reanimated him (while getting the flashing 'You are deceased' message). I kept pushing the arrow buttons and got a 'You strike at the mummy' message. It then punched Urdim back and he collapsed. For some reason I retained some control of a deceased dwarf.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 05, 2014, 03:00:45 am**

Ooo - wouldn't it be interesting if you could continue adventuring as an undead zombie because of this? I mean, sure you'd still have the "you are deceased" message flashing there, but you could maybe find a nice lair and retire there, to wait for another adventurer to happen by.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **koter** on **February 05, 2014, 03:13:36 am**

Quote from: Timeless Bob on February 05, 2014, 03:00:45 am

Ooo - wouldn't it be interesting if you could continue adventuring as an undead zombie because of this? I mean, sure you'd still have the "you are deceased" message flashing there, but you could maybe find a nice lair and retire there, to wait for another adventurer to happen by.

Yeah, that's what I thought, but the mummy was still hostile for some reason and never let Urdim get away, striking him down and raising him continually. I also could not reproduce the effect after I reloaded the save.
Oh well, I did not want to play as another abomination anyway.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **kesperan** on **February 05, 2014, 05:04:28 am**

Good story Koter.

Sadly you are yet another victim of the great undead incursion of 1092.

I think Eric Blank has killed more adventurers than me through his mummy-releasing shenanigans.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Broken** on **February 05, 2014, 06:14:04 am**

Quote from: Raidau on February 03, 2014, 12:10:46 am

Awesomeness

Oh. Oh, great God. This is awesome. Now i can finally build a dungeon with complex puzzles and give clues. Just to mention one of the many, many glorious uses this has. Thank you. Now i just need to wait for the next version for fortress retirement.

(I guess this can be used in any kind of object, including books, but what about engravings? any way we can edit these?)

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Raidau** on **February 05, 2014, 06:36:49 am**

Other items have more complex data associated with them, you can easily change name of statue or book, but their description and art are encoded, they are not just text fields. That needs very advanced modding...

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **February 05, 2014, 04:52:43 pm**

Ok, no response from Proto105.
That makes it Eric Blanks turn.

Also there's a new save game.
(I've made some changes to Koter's save that are hardly word mentioning, I've been playing a bit with Raidau's method for creating slabs):
<http://www.mediafire.com/download/0m59k1mrfurag9h/The+Museum+-+Turn+57b.rar>

Title: **Re: The Museum: Adventure mode succession world**

Post by: **kesperan** on **February 05, 2014, 08:48:43 pm**

I'm looking forward to seeing how Eric avenges Mr Ragedance!

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Eric Blank** on **February 05, 2014, 09:40:29 pm**

I have begun my adventures. No big plan yet. I probably wont post the story as I go, but rather after turning in the save, so I might be quiet this week.

The advslab script works fine after I figured out what file needed the adjustment. Thanks for the help, guys!

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Mr Space Cat** on **February 05, 2014, 10:03:09 pm**

PTW for awesomeness.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **kesperan** on **February 06, 2014, 01:52:43 pm**

What changes have you made to the savegame Bralbaard?

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Bralbaard** on **February 06, 2014, 02:05:41 pm**

Not much, I added a few engraved slabs to some locations.. I had bigger plans but the game crashed on me.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **evictedSaint** on **February 06, 2014, 05:18:27 pm**

At what point does the game get too big and unwieldy to play any further? It seems like the locations that cause the game to crash are growing. What happens when the playable area is reduced to nothing?

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Eric Blank** on **February 06, 2014, 05:45:26 pm**

That would take a long, long time. I dont think we'd ever actually run out of wilderness to play in. Maybe many towns could become crash-happy, but we'd need probably a nemesis unit per town for that to be an issue. Player fortresses... I dont know if we can actually avoid being smothered in mountain goats or what have you. Maybe if they have no wildlife populations.

Title: **Re: The Museum: Adventure mode succession world**

Post by: **Timeless Bob** on **February 06, 2014, 06:14:14 pm**

Quote from: evictedSaint on February 06, 2014, 05:18:27 pm

At what point does the game get too big and unwieldy to play any further? It seems like the locations that cause the game to crash are growing. What happens when the playable area is reduced to nothing?

It's a feature of the game, obviously. When that happens, we will be one of the very first to experience the !!METAFUN!! easter egg. All hail the Toad!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 08, 2014, 12:59:54 am**

Alright, I'm satisfied with my adventures and have retired near dinnerwandered. There was much FUN to be had, and despite my loathing it involved bogeymen, your guys' traps, turtles, bandits, and the undead. Not all that many historical figures killed, I suppose.

My adventurer isn't immortal, and he's just a sad little human, so I pray he survives to see a second chance at glory.

I'm uploading a save right now. This isn't the end of my turn: I intend to create a fortress next. But I certainly dont want to be disappointed in the event something horribly unexpected comes up and I cant turn in a save with a fortress later and end up contributing nothing. So consider this a backup copy, I guess, in case I bug out before next Wednesday/Thursday.

I only used the advslab command once, to denote a town that royally sucks.

Here's that save: <http://www.mediafire.com/download/fdfou5l7c3kb9pi/The+Museum+-+Turn+58b.7z>

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 08, 2014, 04:03:50 am**

I propose we use advslab to label the "exhibits" in the Museum. (Unless that's what you already did, Braalbard...)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 08, 2014, 04:13:09 am**

I didn't.
If you mean having one slab for each museum exhibit: building the slabs, (or the tables) is somewhat unreliable. They'll stay properly constructed for a few visits, then suddenly deconstruct, and end up on top of whatever items are displayed. Having all those slabs around would look a bit messy. We could have one slab that lists all exhibits, a bit like the second post in this topic, but there's no good way to do the formatting of the text that I am aware of. It's probably still a good idea to include such a slab.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 08, 2014, 04:26:33 am**

Perhaps a slab naming each room instead - a short list of everything that's inventoried there, but yes - formatting would be... interesting.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 08, 2014, 07:26:22 am**

[Quote from: Eric Blank on February 08, 2014, 12:59:54 am](#)
I only used the advslab command once, to denote a town that royally sucks.

Did that happen to be the goblin town crammed full of accursed dust zombies? Or an even more unpleasant town?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 08, 2014, 11:58:10 am**

Oh no, that would be an extremely entertaining town. I'm talking about Chainedname: totally abandoned, not even any good loot or monsters to kill.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 08, 2014, 04:04:03 pm**

But now Chainedname is famous - the first entire town to be slabbed!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 08, 2014, 06:05:54 pm**

[Quote from: Eric Blank on February 08, 2014, 11:58:10 am](#)
Oh no, that would be an extremely entertaining town. I'm talking about Chainedname: totally abandoned, not even any good loot or monsters to kill.

The name sounded vaguely familiar; and for a reason. Apparently Niyazov visited the place and murdered what was likely the towns only inhabitant, a goblin (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3396004;topicseen#msg3396004>), decades ago.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 08, 2014, 10:18:35 pm**

So it's an empty ghost town, eh? Sounds like a great place for a likely group of dwarves to "refurbirsh".

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 08, 2014, 10:45:44 pm**

[Quote from: Bralbaard on February 08, 2014, 06:05:54 pm](#)
[Quote from: Eric Blank on February 08, 2014, 11:58:10 am](#)
Oh no, that would be an extremely entertaining town. I'm talking about Chainedname: totally abandoned, not even any good loot or monsters to kill.

The name sounded vaguely familiar; and for a reason. Apparently Niyazov visited the place and murdered what was likely the towns only inhabitant, a goblin (<http://www.bay12forums.com/smf/index.php?topic=104399.msg3396004;topicseen#msg3396004>), decades ago.

Ah, I see. Yeah, I didn't spot anything useful there, so I continued the trek to the museum.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 09, 2014, 09:18:44 am**

Adventurer list updated based on Eric Blank's most recent upload.

(The unpacked folder is now 1.37 Gb in size and reflects 109 years of dwarfyness!)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArFY1** on **February 09, 2014, 11:02:59 am**

With that amount of Dwarfyness it's amazing it doesn't explode 0_o

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 09, 2014, 01:47:42 pm**

With the increasing number of unplayable areas, who says it isn't exploding? (Incrementally.) I'd think that playtesting this to destruction would be a great way to find bugs that wouldn't otherwise show their faces in shorter games. Our diligence here may actually give the Toad needful information about instabilities that will help DF2014+ be a better game.

What do you guys think?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **February 09, 2014, 02:10:39 pm**

Well, as long as it is playable I believe it will be played. Also, perhaps explode isn't the right word. Instead of getting larger in an explosive manner, it's getting smaller in a gradual manner. Perhaps imploding would suit better?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 09, 2014, 02:16:03 pm**

I thought you were talking about the size of the entire set of files. As things get larger, the program will be stretched more and more to having to access different areas, maintain it's grip on where all the adventurer dropped things are and even gradually increase the number of historic individuals to keep on file as dwarves and (apparently husk zombie goblins) continue to increase...

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 10, 2014, 02:14:40 pm**

Bralbaard, I know you are a very talented artist - could you, if the strange mood takes you, draw a picture of Dishmab beheading the grey fiend, while on fire?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 10, 2014, 04:07:36 pm**

Quote from: kesperan on February 10, 2014, 02:14:40 pm
Bralbaard, I know you are a very talented artist - could you, if the strange mood takes you, draw a picture of Dishmab beheading the grey fiend, while on fire?

I could, but what does a grey fiend look like? Also, what does dishmab look like? Could you upload the descriptions?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 10, 2014, 11:19:55 pm**

Well, I posted a link of Dishmab's final appearance and stats at the end of my last turn.

As regards the Grey Fiends, they are proving harder to track down.

I reclaimed my fort and searched hell with a dfusion-controlled military dwarf. Found the White Haunts, Golden Beryl Fiends and various other demons but no sign of a Grey Fiend to get a description.

All I know is it had a flesh-based body, bled grey goo and shot fireballs and breathed fire. And is grey, presumably. It might have been a scorpion with tentacles.

Basically, feel free to use artistic licence :D

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 11, 2014, 01:48:41 am**

Prepare to dorf!

Spoiler: Adventures of Ketas Glossknives, Chapter One (click to show/hide)
The villagers stood around the new memorial, some crying, some staring off into space as if they'd seen a ghost. All but the smallest children mourning. The news had arrived only hours ago, but it had already begun to sink in for many. On rumor of whose coming had the beasts of the night slithered back into their dens? Whose name was intoned which left bandits to confess and beg for mercy? Whose threats put the most untamable warlords in their place? Every trip he took back and forth across the land bridge, Bora Ragedance helped the people of the Isthmus sleep more soundly at night, and now he was dead.

One of the men spoke, weakly "what do we do now?"
"We mourn, and we pray" an elderly woman said.
"No, I mean what are we going to do without him?"
"Yeah!"
"The night creatures are already beginning to stir again, like you said they did when you were a child, Dana."
"I hear there are already bandits stalking the roads."
"We've got to do something!"
"We can't do anything. We were never strong enough to slay the beasts ourselves. We must pray."
A scowling youth piped in "I say let the selfish bastard have his rest. Earned it or not, that "hero" you all worship was just another one of those monsters! Remember he ate half our sheep?"
"We sold him the sheep."
"He made us trade them to him in return for the property the bandits stole from us! How is that justice?"
An ancient-looking man crept in amongst the crowd and lifted his voice; "It doesn't matter how much of your lunch he ate, he killed half the beasts who killed three-fourths of your ancestors! This discussion is over. Go home!"

A few youths prepared to lash out again, but ultimately said nothing. After a minutes of silence, the crowd slowly dispersed and the people went back into their homes.

Before dawn, one of the villagers bravely stepped outside. No bogeymen descended on him, but he still felt like he was being watched. Eventually he went back inside, but only to grab something. Nobody stirred, and as the sun appeared above the horizon he trekked to meet it, hammer and shield slung across his back. Ketas Glossknives never knew who his parents were; the monsters had made sure of that. But he knew who it was that avenged them, and to whom he would return the favor.

Outside Bakerswalked Ketas stopped, and as quietly as possible he crept towards a den, the entrance recently used by the look of it. Just as he was about to step down into the abyss, he heard a twig break not far behind him. He swung around just in time to meet a naked dwarf as it lunged at him. The stocky man collided, but could not topple Ketas, who hesitated before swinging his hammer to meet the prone dwarf. With a satisfying smack, the head of the hammer struck a root! The dwarf had rolled to the side and picked himself up, saying "oy, laddy, I'm not just going to let you do that. Old Nique aint too old to play fistycuffs with you beardless thugs!"

The dwarf reached for a large stick on the ground, but before he could reach it Ketas had swung to meet his midsection, again missing. With Ketas now exposed, the dwarf delivered a painful punch to the thigh, knocking him off balance. Despite being staggered, Ketas kept his shield between him and the dwarf and blocked the next fist sent his way. They glared at each other, before the dwarf tried teasing Ketas into letting down his guard again, and again, and again. Slowly the inexperienced warrior bested the naked murderer, scoring a critical hit on a shoulder, then a knee. The dwarf, no stranger to combat, parried some of the blows, dodging a few more, but could not wrestle the hammer from the man's hand. Bruises and fractured bones began to accumulate, until finally the dwarf succumbed.

Ketas, having never witnessed death, beleived he'd bested his quarry and took the time to rest. The fight had left him exhausted and it seemed it would never end. In a few short minutes the dwarf groggily came to, and rolled himself over. Ketas stared in horror for a moment, before lifting his hammer one last time and slamming it down on the pitiful creature's chest several times. The body heaved one last time, Nique's eyes locked with his own for a minute before they rolled to the back of his head and blood trickled from the corner of his mouth. Ketas vomitted. Stumbling away from the grotesque sight, he collapsed. He lay there and wept for some time. Although he was by no means a young man, he had never killed another before, and the experience would be at the forefront of his mind for the rest of the day.

Before he made it into town to search for a place to stay, Ketas came upon a second lair. Gathering up the last of his courage, and spurred on by the knowledge that most of these dens were abandoned, Ketas descended into the darkness. Quietly he crept into the darkness, following the wall to his right a short while until the tunnel opened into a small room. In the dim light he could just make out a small round stone. It was warm to the touch, and the texture was waxy. An egg! Ketas stuffed it into his bag and began to make off with his prize. He didn't make it far before two lightly glowing eyes appeared in the hall in front of him. The creature must have been tiny, but Ketas was terrified nonetheless. Without thinking he swung, cleaving a handfull of dirt from the wall behind the creature, which ducked and lunged for his legs with a hiss. The pair struggled briefly before ketas kicked the beast against a wall, causing it to let out a yelp of pain. Before the beast could fully recover Ketas swung his hammer down into its gut, then struck again at the legs. The thing cried again, and curled up into a fetal position, lifting only one arm in some weak hope of blocking the blows. Ketas stopped at the sight of surrender, not wanting to see death creep into the eyes of another creature tonight. The creature sobbed in its heap for a minute while Ketas stood over it, wondering what to do now. Kill it, even after having accepted its yield? Walk away and let this potential murderer survive to take revenge?

Before he could come to a decision, the beast began to speak in a raspy voice, "No more. You can have the egg, just let me live. I swore I'd never kill another again, and I'll swear it again a thousand times, I gave up killing! Please just leave me be!" The creature continued to sob, and Ketas slowly sidestepped it, and fled down the hall. That night he slept uneasily in the home of total strangers, who prodded him until he reluctantly admitted he had killed a dwarf by the name of Nique and beaten some sort of animal-person into a coma. They congratulated him! Congratulations for killing someone! Well done! It seemed ridiculous to him at the time, but eventually he'd come to learn that these were the first steps of utter confusion and self-depriciation taken by every great hero.

The next morning Ketas set out into the wilds. Instead of hunting people of dubious innocence he would turn to killing wild animals. It went well enough, as it seemed. That night, though, as he returned to town a man came to him, and begged him to go to the town keep. When he arrived he was greeted by only one man, the only surviving member of the ruling family of Bakerswalked. The man told him they needed a new hero, someone not just to patrol the streets but set out to look for trouble. Ketas looked like he had the guts. Bandits, you see, began to stalk the town by night, and could be found in the sewers and dungeons beneath the town. Ketas agreed to do it for a sum of one hundred denars per head. An immense fortune for a farm boy such as himself. From then on the fighting didn't bother him as much. These men needed to be killed, and he made a point of not trying to identify with them in any way. Three heads later, and toting a sizable sack of loot, Ketas was set to make a living in Bakerswalked for a decade if he so chose. But he did not. He left town the next morning, eastwards again, to scope out a camp of kobold bandits he'd heard about.

Sure enough, the bandits were real, and really kobolds. Or so he thought; he'd never actually seen a kobold before, but the tiny, big-eared, smewhat hairy men before him matched the description well enough. He crept up quietly, but failed to close the distance before a sentry raised the alarm. Some of the band scattered, but notably the sentry and two other guards raised arms against him. He fought bravely, and succeeded in killing them before the rest of the band could muster their weapons for a counter-attack. Unfortunately, he had only a badly crippled hand and leg for his trouble, and he hobbled off, thankful that they did not pursue him.

Back in town, Ketas considered his options. He couldn't afford to risk going after bandits anymore with his injuries, and although they mostly healed within days his hand remained nearly useless. Two weeks of gluttonous partying later, a young lad ran crying back into town, yelling about seeing a monster in the woods. He claimed it spoke to him. It - she - demanded to see Ketas. Without considering it too deeply, Ketas decided he'd at least put the boy's fears to rest by investigating. He didn't notice the full moon creeping up over the horizon.

Soon, Ketas stood where the boy said he'd been jumped, and saw nothing. He turned around to go home, and there it was, standing in the middle of the trail. The beast-woman! A lizard twisted into humanoid form with brown scales and faintly glowing eyes. He recognized her form almost instantly as the creature he'd beaten weeks earlier, but she seemed... larger than he remembered. Much larger. She quickly hissed, "Remember me?" and then she lunged at him. They collided, and he toppled over. She slashed at him, but her claws met his shield. His hammer, held with his shield arm, met her ankle, sending her sprawling on top of him. Reaching around the shield with her serpentine neck, the beast clamped her jaws firmly on Ketas' arm. His left hand was already useless, so he didn't think much of it, but the beast did not stop there. Releasing his arm, she attempted to strike out again, but was met by the side of his shield, fracturing her jaw and causing her to pull back. Ketas climbed to his feet, and the fight continued. Ketas was unable to deal any significant damage, forced to hold his hammer and his shield at once on his right arm. He was left-handed, and hadn't had much practice as yet fighting like this. The beast, having been laid low by her broken ankle was now disadvantaged in that she could not pursue the assault with the same ferocity. Bruises began to accumulate, but it was clear the exhausted human would not have the strength to finish the job. Eventually, the beast slunk away. With a smirk that said "I've won."

Before he'd made it back to town, Ketas fell ill. He thought it was the effects of blood loss at first, but... Blood loss didn't make every inch of your body crawl as if being devoured by a thousand burning maggots, right? It was soon unbearable, and he collapsed in a heap. When he woke up, everything was wrong. Wrong, wrong, wrong! His clothes were nowhere to be found. He only felt more exhausted, and yet he reached out with his left arm and found that he could work his hand again! Stunned, he bolted upright, and checked for the bite wound. It had vanished. The myriad of other scars he'd accumulated were also gone.

Hours later he'd stumbled back not into town as he'd hoped, but to the site where he'd originally collapsed. There his clothes lay in tatters. He begrudgingly tied the remnants into some semblance of dignified legwear and a strap for his backpack, hefted his hammer once more with the appropriate appendages, and... He had no idea. He knew he must have transformed into a werebeast. That's what the bitch was, was it not? And werebeasts propogated through bite wounds, which she'd inflicted on him. He couldn't go back to town now... So he fled westwards. A day's travel and he was in another village. He stole from one houses' clotheslines some ill-fitting clothes and continued into the evening until arriving in the next town. There, he begged to stay the night and was accepted. The next morning Ketas woke early. Everyone else was still asleep, but he went outside to watch the sun rise, and an hour later when others were awake he asked them about the surroundings. They provided him a map, and pointed out several rumored fortresses of the insane dwarves. If nothing else, he could visit those.

Didn't take many screenshots. Sorry about that. :\

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 11, 2014, 09:45:23 am**

Our first werebeast adventurer, if i'm not mistaken... Interesting..

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 11, 2014, 10:31:58 am**

Alright, so the fortress I've made has gone straight to hell; I forgot about the bug wherein everything underneath an ocean biome gets flooded by seawater. I built my fortress not just on any coast, but a permanently freezing coast, and almost the entire fortress is under the beach in some way. So the entire thing gets flooded, and all the surface access frozen solid save for one, which wont take you far anyway before you have to swim without air, upon abandoning. This place will murder the effing everything out of your FPS if you go there. Will you accept this as a submission regardless, or would you rather continue from the save after the adventurer?

I suppose anyone with the CPU power to tackle it will be able to retrieve a small sum of crap from it, but it wont be easy or pleasant.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 11, 2014, 10:45:14 am**

I wouldn't be surprised if someone took up the challenge of pillaging the fortress despite the problems you mentioned, so just upload it. I'll put a suitable warning in the fortress description on the front page.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **February 11, 2014, 11:53:03 am**

Don't mind taking your time, by the way. I have to finish a turn in Necrothreat II, so I'm stretched for time. I will do it soon if I have to, but no need to rush yourself!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 11, 2014, 12:56:44 pm**

Alright, I'll see if there are any quick edits I can make to it before I abandon to make it more user-friendly and then upload it.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 11, 2014, 01:47:51 pm**

Quote from: kesperan on February 10, 2014, 11:19:55 pm

All I know is it had a flesh-based body, bled grey goo and shot fireballs and breathed fire. And is grey, presumably. It might have been a scorpion with tentacles.

Found one.. It's quite an exotic critter:

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **February 11, 2014, 02:07:19 pm**

Quote from: Eric Blank on February 11, 2014, 10:31:58 am

Alright, so the fortress I've made has gone straight to hell; I forgot about the bug wherein everything underneath an ocean biome gets flooded by seawater.

Well, this is one is new to me. Ironic really, as I was considering building an underwater fortress myself. Is the bug submitted on Mantis?

Quote from: Bralbaard on February 11, 2014, 10:45:14 am

I wouldn't be surprised if someone took up the challenge of pillaging the fortress despite the problems you mentioned, so just upload it. I'll put a suitable warning in the fortress description on the front page.

I agree with Bralbaard; a flooded fortress sounds like quite an interesting place to explore. Too bad about the framerate issues though.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 11, 2014, 03:28:20 pm**

I think it is known on the mantis. Or at least it should be, since it's been around for a LONG time.

I may well end up having to leave the fortress designed specifically to be flooded, and prevent the water from moving around as much as possible so it minimizes the hit to your FPS. It probably wont be 100% effective at stopping the water flow. Other ideas include draining it all away into the caverns, which would butcher your FPS, or setting up some elaborate means to set fires throughout the fortress to evaporate it away, which would butcher your FPS. Or ask really, really nicely for a proficient dfhack scripter to write a script which, like, removes all the water or some shit. Dfhack's liquids command, setting the entire map to 1/7 water would technically work but you'd probably have to reveal the map to do it and any empty spaces where water was floating in mid-air like the caverns would have to calculate paths down and flow around until they equalize, which would still hurt your FPS.

[edit]

I'm trying to upload the save at the moment. It may take a while, I suppose.

I did manage to increase the FPS upon visiting the site by sealing off most of the water outlets. It no longer threatens to burn down my rig, so hopefully nobody else will die of old age exploring.

[edit]

Here's the save: <http://www.mediafire.com/download/bi6gfd5asfpr8kk/The+Museum+--+Turn+58c.7z>

Let me know if anything goes horribly wrong.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 13, 2014, 04:56:48 pm**

Quote from: Bralbaard on February 11, 2014, 01:47:51 pm

Quote from: kesperan on February 10, 2014, 11:19:55 pm

All I know is it had a flesh-based body, bled grey goo and shot fireballs and breathed fire. And is grey, presumably. It might have been a scorpion with tentacles.

Found one.. It's quite an exotic critter:

Euch... that is even ickier than a tentacled scorpion. Sounds quite challenging to draw.

And if Eric Blank has finished his for, I guess that makes it Th4DwArfY1's turn now, if he's finished his other game commitments.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 14, 2014, 03:01:07 am**

I hope I'll have some time to draw this weekend.

Here's the section of the map with the new fortress Frozenabbey, and indeed, Th4DwArfY1 is up next.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 14, 2014, 03:08:43 am**

That is certainly going to be a challenge to reach with a new adventurer!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **February 14, 2014, 05:38:08 am**

Sorry, still busy. :(

You wouldn't mind putting me one down on the waiting list?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 14, 2014, 05:40:43 am**

No problem.

I'll Check if atomic chicken has time, I only moved him down a few spots quite recently, so he might be busy as well.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Atomic Chicken** on **February 15, 2014, 07:57:03 am**

Quote from: Bralbaard on February 14, 2014, 05:40:43 am

No problem.

I'll Check if atomic chicken has time, I only moved him down a few spots quite recently, so he might be busy as well.

I'm unfortunately still too busy for a turn at the moment. Could you move me down the list again?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 15, 2014, 08:50:12 am**

Done.
That makes it Strangemood's turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **StrangeMood** on **February 17, 2014, 02:42:41 am**

Thanks, I'll try to do my turn the next couple of days! Deadline is Friday, right?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 17, 2014, 02:13:52 pm**

You picked it up today? In that case you can play until the end of the weekend.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **StrangeMood** on **February 18, 2014, 05:07:01 am**

Quote from: Bralbaard on February 17, 2014, 02:13:52 pm
You picked it up today? In that case you can play until the end of the weekend.

I'd appreciate time until the end of the weekend, yeah :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **StrangeMood** on **February 19, 2014, 07:37:02 am**

I won't be able to complete my turn this time due to RL issues. Can you skip me? Apologies! :-[

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 19, 2014, 08:22:51 am**

Sorry to hear that, I enjoyed your last adventure, even if it was short.

Th4DwArfY1 and atomic chicken were to busy to play a few days ago, I guess that hasn't changed.
That makes it Timeless Bob's turn.

Strangemood, should I move you down the turn list like the others, or do you want to be removed from the list?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 19, 2014, 10:35:57 am**

I have the save downloaded and will be beginning my turn today. (Bit sooner than I was expecting, but that's a pleasant surprise in this game!)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **February 20, 2014, 03:09:47 am**

Quote from: Timeless Bob on February 19, 2014, 10:35:57 am
I have the save downloaded and will be beginning my turn today. (Bit sooner than I was expecting, but that's a pleasant surprise in this game!)

You should 100% make Combinelocks the Locks of Combination your first stop in your adventuring saga.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **February 20, 2014, 03:52:55 am**

And be sure to drink your Ovaltine.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 20, 2014, 06:25:30 am**

Yeah, someone should visit Combinelocks, it's been sitting there undisturbed since September... go go Timeless Bob!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 20, 2014, 07:27:46 am**

If all goes well, I think everyone will enjoy my additions to The Museum. ~~The Rainy Lashes are fighting with The Rough Labors over traveler's taxes...~~ Nm, doesn't work. "Nemesis Unit Load Failed" error crashed both attempts 1 year after starting them.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 20, 2014, 03:51:54 pm**

I actually visited combinelocks. I'll write about the rest of my adventures at some point. Right now I'm having a bit of a free-time famine.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **evictedSaint** on **February 20, 2014, 05:52:46 pm**

Quote from: Eric Blank on February 20, 2014, 03:51:54 pm
I actually visited combinelocks.

Yes! It only took half a year, but someone finally visited my fortress! :')

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 21, 2014, 06:48:05 am**

Quote from: Timeless Bob on February 20, 2014, 07:27:46 am
] Nm, doesn't work. "Nemesis Unit Load Failed" error crashed both attempts 1 year after starting them.

Hmm. It seems like there is a bugged unit somewhere in the migrant pool.. I vaguely recall that someone else had the same problem building a fort recently. Maybe starting with another civ would work?

The world will fall apart sooner or later, I hope the new DF version isn't too far off.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 21, 2014, 01:12:57 pm**

I embarked under the banner of the Pale Ship and only experienced the Nemesis unit load error once. Reloaded form the most recent save and continued, didn't happen again. It might not have been a migrant but a foreigner or rogue werebeast that tried to enter the map, so it's entirely possible you wont get a crash playing as the Pale Ship is you embark somewhere else.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 21, 2014, 08:47:35 pm**

This was embarking first as The Rough Labour, then as The Rainy Lashes. Both were in the plains next to The Sinister Spire (A haunted volcano). Anyway, I'll just go with plan #2 instead. Armok has decreed my first intentions unworthy, and who am I to argue with the uberdeity of DF? I shall leave that "conversation" with His creator - The Toad of All Worlds.

Title: **Kuchulain dares to escape...**
Post by: **Timeless Bob** on **February 21, 2014, 08:48:24 pm**



His hair is wavy. His very long sideburns are neatly combed. His very long mustache is arranged in double braids. His very long beard is braided. His short hair is neatly combed. He is small. His slightly wide-set silver eyes have very large irises. His nose is hooked. His teeth are crowded. His extremely narrow ears have large hanging lobes. He has an angular chin. His dark brown skin is slightly wrinkled. His hair is tan with a touch of gray.

PIG TAIL FIBER TROUSERS	LOWER BODY
PIG TAIL FIBER TUNIC	UPPER BODY
ALPACA WOOL ROBE	UPPER BODY
ALPACA WOOL CAP	HEAD
ALPACA WOOL LEFT GLOVE	LEFT HAND
ALPACA WOOL RIGHT GLOVE	RIGHT HAND
GIANT CAVE SPIDER SILK SOCK	LEFT FOOT
ALPACA WOOL SHOE	LEFT FOOT
GIANT CAVE SPIDER SILK SOCK	RIGHT FOOT
ALPACA WOOL SHOE	RIGHT FOOT
ECHIDNA LEATHER WATERSKIN	PIG TAIL FIBER TUNIC
ICE [S]	
CAVE SPIDER SILK BACKPACK	UPPER BODY
WATER BUFFALO TRIPE [S]	
LARGE COPPER DAGGER	
COPPER SPEAR	MULTIGRASP

As I stand in this alley, in the town of Fiendfleshy, I imagine what the world must be like outside these imprisoning walls. I have seen such cruelty and such cunning, the care for a well tortured soul screaming its last breath on the cruel bars on the feast-days as all laugh in glee at the victim's anguish and drink the blood of slaves newly snatched.

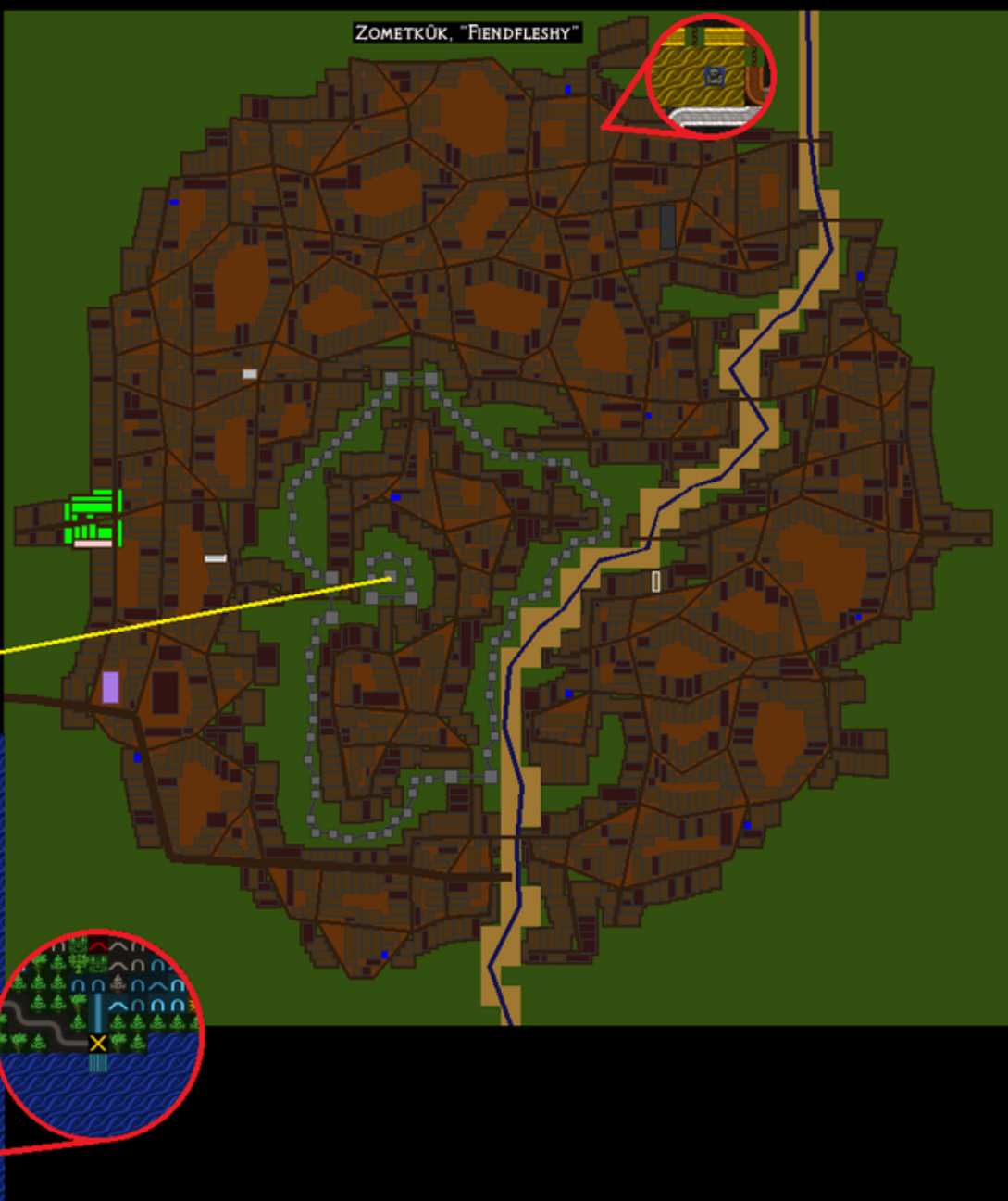
AVERAGE STRENGTH
HIGH AGILITY
AVERAGE TOUGHNESS
AVERAGE ENDURANCE
AVERAGE RECOVERY
AVERAGE DISEASE RESISTANCE
AVERAGE ANALYTICAL ABILITY
AVERAGE FOCUS
AVERAGE WILLPOWER
AVERAGE CREATIVITY

AVERAGE INTUITION
AVERAGE PATIENCE
AVERAGE MEMORY
AVERAGE LINGUISTIC ABILITY
AVERAGE SPATIAL SENSE
AVERAGE MUSICALITY
AVERAGE KINESTHETIC SENSE
AVERAGE EMPATHY
AVERAGE SOCIAL AWARENESS
SMALL FOR A DWARF

My name is Kuchu, and I have lived here all of my life.

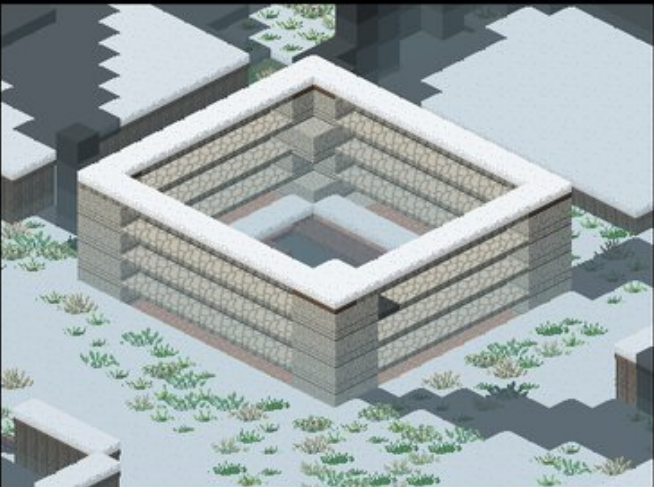
Once you've survived the infant bloodletting, being a slave of the goblins isn't too bad. I mean, sure, you're always kept ready to be sacrificed to dark gods, and water's the only other thing to be drunk, if you refuse to quaff the blood of the newly snatched, but all in all, life goes on for most of us. Slaves built this Fiendfleshy, dug its catacombs and buried its dead. It's a good sized town, for all the good it did our Goblin Masters - goblins prefer to live in the underground places, not in manlike cities. It's all for show - a labyrinthine trap to catch travellers and house slaves.

Slaves like me. Today, though, I've made up my mind. Today I will make my escape from this cursed place! I will leave, but first, I must slay my Master!



Title: **Kuchu conquers his fear and receives a Sign...**
Post by: **Timeless Bob** on **February 21, 2014, 08:55:07 pm**

The cold, crisp snow crunches and squeaks under my feet as I make my way southward toward the Inner Wall. I pass by the temple with a shudder - many have lost their lives, their still beating hearts sliced from their chests in this place. No longer, no longer - I will push these terrible memories from my mind and tarry no more gazing at this place of horror and death. Still, the cries of sacrificial slaves ring hollowly in my memories as I show this temple my back. Almost subconsciously, I stoop low to avoid the notice of those remembered knife weilding preists. I will be free! I swear it!



Hurrying from snowdrift to shadow, concealing my small form from roving and cruel eyes, I come at last to the gate into the Inner Bailey. If I enter here, there's no turning back, for only those slaves who bear the brand upon their cheeks are allowed within. Will this gate be unlocked, as they were that night all those years ago? Let the ancestral gods of my parents take notice: I will make great sacrifices of blood and sacrifice the hearts of my foes in your name, if only these gates allow me entrance!



Avoiding the gaze of the sentries, I creep through the undergrowth of this forbidden place until at last I find the entrance to the Tower around which all in this city revolve. The great and brooding cube of stone sealed with blood and pain has filled our imaginations with its brooding presence, overshadowed us with its fear and with its permanence. Yet, I dare to enter here... what's this?

A... campfire? Burning fitfully before of the Gates of Doom?

Glancing quickly up at the centries, they seem to pay it no mind, this... must be a sign. Oh Gods of my Ancestors! Is this... A message for me?



Yes! Thank You!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 21, 2014, 09:56:46 pm**

Good narrative!

Fiendfleshy has been visited at least twice before. Nithe Earthspeaker the Lauded Way sacked the town and slew the goblin nobility, and left behind that campfire.

Dishmab passed through there recently and found an iron mine cart full of water in the keep, bizarrely.

Title: **Re: Kuchulain dares to escape...**
Post by: **PlayingGood** on **February 21, 2014, 11:45:22 pm**

Spoiler (click to show/hide)
Quote from: Timeless Bob on February 21, 2014, 08:48:24 pm



ESCAPED SLAVE

His hair is wavy. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His short hair is neatly combed. He is small. His slightly wide-set silver eyes have very large irises. His nose is hooked. His teeth are crowded. His extremely narrow ears have large hanging lobes. He has an angular chin. His dark brown skin is slightly wrinkled. His hair is tan with a touch of gray.

- | | |
|-----------------------------|----------------------|
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| ECHIDNA LEATHER WATERSKIN | PIG TAIL FIBER TUNIC |
| ICE [5] | |
| CAVE SPIDER SILK BACKPACK | UPPER BODY |
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- | | |
|----------------------------|----------------------------|
| AVERAGE STRENGTH | AVERAGE INTUITION |
| High AGILITY | AVERAGE PATIENCE |
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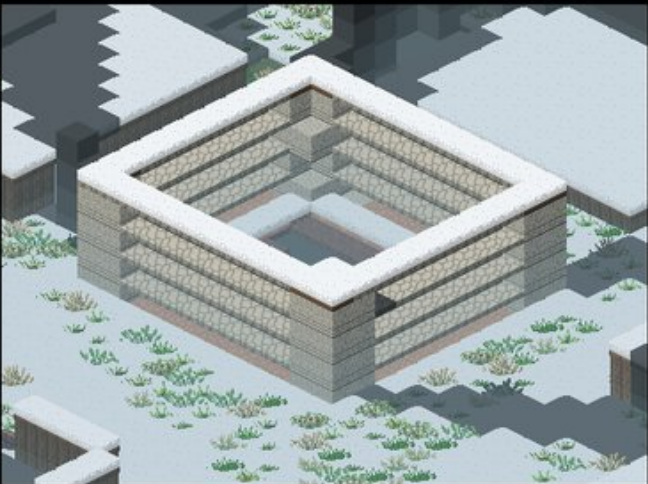
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A... campfire? Burning fitfully before of the Gates of Doom?

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Yes! Thank You!

Those are awesome! Like delicious dwarven eye candy!

1586 posts, and two and half weeks later, i am caught up with this thread. Not a single post skipped.

Bralbaard your map you created is amazing, and your thread management is astounding.

May this thread thrive for another 100 pages!

Requesting a turn :)

Spoiler (click to show/hide)
BTW,

Honorable mentions go to;

Meep the shale rock.
Timeless bob's endless comments of hilarity, informative, maps and roleplaying extravaganzas.
Bralbaard for hiding legend mode.
The character that first swam the oceans to the australian continent and visited the fortress and slayed unicorns.
The dungeon that housed 15+ FB's Crystal-something.
all the small adventurers who died quick, they were incredibly refreshing after reading a extremely epic tale like Nil or Bora, or Dishmab.
Silverywinds, for inspiring Bralbaard to kickstart the epicness with a truly ambitious journey.
Kromgar for setting the standards high!
The first Anvil was simply beyond words, and the person who visited it, showed it off beautifully!
Evictedsaint for never giving up! Who needs limbs!
Kesparen? i think it was, who threw a chipmunk at a forgotten beast!
Koter for being the most dwarf of anyone! Digging out lairs to sleep in ? Brilliant!
Timeless Bob for trying to breed an adventurer!!!?

Also;
Could someone research Channelrelieve the Dishonest Elevation of Mountains of Channeledpower ?

I'd do it but my old computer doesn't seem to like legend viewer 😞

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 22, 2014, 12:55:22 am**

"Channelworlds, the Dishonest Elevation of Passes" was an Avatar of Lun, a deity of The Rough Labours associated with the sky. While Lun usually takes the form of a male drone ant, this time he "became flesh" in the form of a horse. Between 1147 and 1148, Lun in horse-form slew five dwarves by kicking in their fool heads. The sky stallion, avatar of Lun, was slain by Dishmab in 1152, and Lun returned to the Sky once more on the wings of its avatar's death-scream.

Thus did the hero, Dishmab of Northmanor, slay the very sky itself with a blade of steel.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **PlayingGood** on **February 22, 2014, 01:23:37 am**

Quote from: Timeless Bob on February 22, 2014, 12:55:22 am

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Thus did the hero, Dishmab of Northmanor, slay the very sky itself with a blade of steel.

Damn, That is awesome! :)

The museum now has the head of a deity in it.

Title: **In which Kuchulain claims The Book of Salt**
Post by: **Timeless Bob** on **February 22, 2014, 04:59:18 am**

Entering those terrible gates, I beheld the truth of the fire outside: This place was no longer my Master's home, but his tomb. Another had been here before me and in front of me lay the remains of of that encounter - the moldering truth that had been hidden by goblin lies for possibly years. Our Goblin Masters gave lip service to the terrible feind in the tower, their Lord and leader - he whose corpse lay rotting before me.

Helpless tears well from my eyes as I realise that I am now truly free. Morul, the High Yearling of Ano ,(She who forced goblin impregnation on so many slaves), was well and truly dead. No one would be able to recapture him in Ano's name - his slavebrand held no more power to keep him captive...

Freedom!



After dancing a careful jig of jubilation, for there were still living goblins about, I looked more closely at the gear randomly scattered about the floor - two itemsa in particular caught my eye as I examined them: High boots made of copper, with the pictures of dwarven heroes emblazoned upon them.

+ +COPPER HIGH BOOT+ +

This is a finely-crafted copper high boot. It is encircled with bands of finely-crafted rectangular malachite cabochons. On the item is a finely-designed image of Dishmab Northmanor the Mute Saffron Soot the dwarf in giant bat bone. On the item is a finely-designed image of a forgotten beast in jaguar bone.

+ +COPPER HIGH BOOT+ +

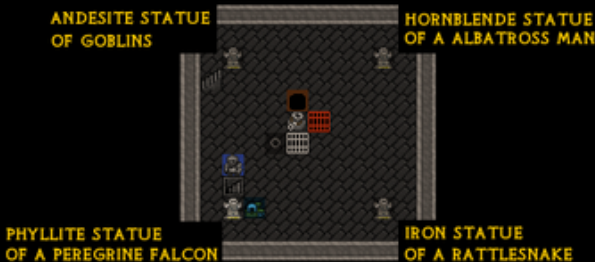
This is a finely-crafted copper high boot. It is encircled with bands of finely-crafted rectangular malachite cabochons. On the item is a finely-designed image of Logic Legendfinder the Bitterness of Lancers the human in giant bat bone. On the item is a finely-designed image of forgotten beasts in jaguar bone.

Dishmab Northmanor... Logic Legendfinder... these were heroes who's stories I half-remembered in bits of lullabye from the dawn of my memories. Now, here they to me once again. Saint Dishmab, whose blade clove the sky in twain! Logic Koboldbane, the human that fought like a dwarf! These two legends would come with me on my journey, to remind me of the great deeds of those who came before. Was this a sign as well? First, the Fire at the Gates, now I am in the company of the Soles of Heroes Past. I ventured still higher into this tower, waiting to see what was to be found.

The next floor found more riches and more of the Goblin Masters remains. Here it was that I found fine iron armors, boots and a shield - even a cold mask of iron so none would ever have to gaze upon the shame of my slave brands upon each cheek. Once more, I continued higher.



Four statues gaurded this room, a bird-man, a snake, a hunting bird and a goblin. All had their eyes scrutinizing the cages in the center of the room, all with cruel expressions of anticipation on their cold visages. A wheelbarrow and a fur bag filled with small clothing gibbered maddening tales into my mind, of cruel pleasures and of the screams of terror and loss we had once heard nightly. I smiled then, in grim humor. I wondered if they'd screamed themselves, these "Masters", when the Fire-builder had removed their heads?



Here, at the topmost room of the tower, I found the treasury - it was filled with all manner of junk, bags of skin and baubles taken from dwarven snatches, as well as a copper minecart filled with water. I filled a silver flask and two waterskins from the fluid, thinking that it might give me some special edge, then saw you peeking out of a bag - your pure white sparkle beckoning me to take you...



... I did, of course.

Title: **Re: In which Kuchulain claims The Book of Salt**
Post by: **PlayingGood** on **February 22, 2014, 06:22:43 am**

[Spoiler](#) (click to show/hide)
Quote from: Timeless Bob on February 22, 2014, 04:59:18 am

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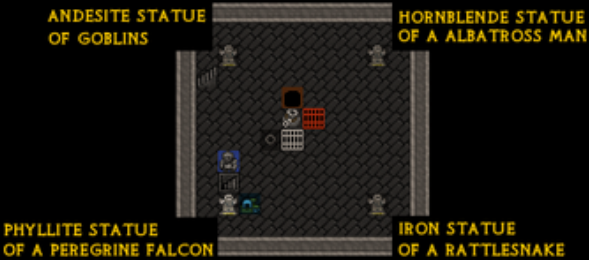
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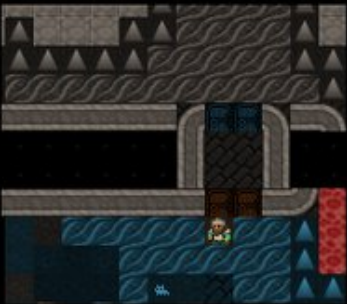
i want those boots! They rock!

And that visual style is stunning.

Loving the story so far.

Definitely looking forward to more.

As I left the dreaded tower, I made offerings of the hearts and hands of those corpses within, secure in the knowledge that the smoke of this previous flame concealed my new one. As I'd promised the Gods of my Ancestors, there would be blood too, but first, there would be Freedom!



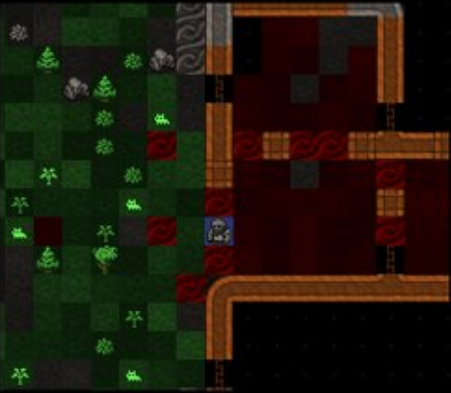
Under the cover of darkness, I crept - the blackened iron of my new armor helping to hide me from the tower gaurd's eyes, until at last I passed through the Southern Gate and into the Outer Town.



Where I was soon set upon by an ancient horror: Solitary Traveller's Bane! Reacting quickly, I dashed across the threshold of the nearest doorway - this, also was part of the ancient pact - no creatures born of darkness could pass the threshold of a still-standing door.



They lost the spoor, confused by the in-betweenness of a threshold, that a "here" can become so unexpectedly "there" between one step and the next. It was something learned early by slaves like himself in this eerie, empty trap of a city.



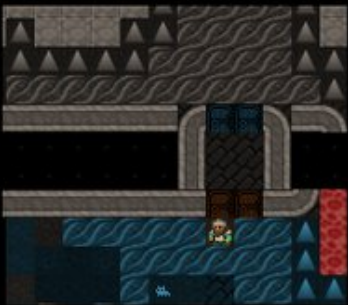
Creeping slowly, ever so slowly, making sure to make no noise that might alert my former Masters, I stole from the city until dawns first rays had me blinking drowsily not at walls and doors, but at trees, grass and the wilderness.

One step further and I was away!

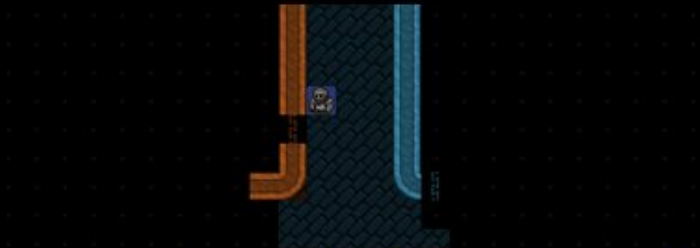
Title: **Re: The Museum: Adventure mode succession world**
Post by: **PlayingGood** on **February 22, 2014, 07:47:31 am**

[Spoiler](#) (click to show/hide)
[Quote from: Timeless Bob on February 22, 2014, 06:53:43 am](#)

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One step further and I was away!

Chronicles of Kuchulain, escape from Fiendfleshy!

This is like reading a awesome dwarf fortress graphical novel.

Seriously i'm hooked on this story and style.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 22, 2014, 08:07:49 am**

Sweet! You found a boot with my adventurer on it! Never seen that before! Those boots HAVE to make it back to the Museum :D

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 22, 2014, 08:47:23 am**

Quote from: [kesperan](#) on February 22, 2014, 08:07:49 am
Sweet! You found a boot with my adventurer on it! Never seen that before! Those boots HAVE to make it back to the Museum :D

I'd say that these boots were made for walkin..., but that would be a little too cheesy, even for me.

Title: **Kuchulain -part 5-**
Post by: **Timeless Bob** on **February 22, 2014, 08:49:53 am**

Requesting a turn :)

Added to the list.

Also, great updates TimelessBob, may the imageservers that host those images never break down.
So all of this will be in the in-game (rock salt) journal as well? Nice.
Also a reassuring thought that due to the huskification, your treasures will be likely to make it to the museum.

Title: **Re: Kuchulain dares to escape...**
Post by: **PlayingGood** on **February 22, 2014, 12:58:47 pm**

Quote from: Bralbaard on February 22, 2014, 11:43:47 am

Quote from: PlayingGood on February 21, 2014, 11:45:22 pm

Requesting a turn :)

Added to the list.

Thanks, i've already got an idea for my adventurer, something quite different :)

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 22, 2014, 04:22:55 pm**

Firstly, wearing that iron mask makes you look like Batdwarf. I found one with Dishmab but couldn't wear it over my adamantine helm so put it in the Museum instead.

Secondly, you were very lucky as a mortal to stumble into that cloud and not die. Some clouds in this world paralyse you and that wouldn't have gone down well for a creature which still breathes.

Also I notice Kuchulain is a midget. He is "small for a dwarf" and has to multigrasp a spear. This means he must be under 47500 in size. Average for Dwarf is 60000!

Title: **Re: Kuchulain dares to escape...**
Post by: **Timeless Bob** on **February 22, 2014, 05:02:33 pm**

Quote from: Bralbaard on February 22, 2014, 11:43:47 am

Quote from: PlayingGood on February 21, 2014, 11:45:22 pm

Requesting a turn :)

Also, great updates TimelessBob, **may the imageservers that host those images never break down.**
So all of this will be in the in-game (rock salt) journal as well? Nice.
Also a reassuring thought that due to the huskification, your treasures will be likely to make it to the museum.

Even if it does, I have them saved to my hard-drive (.png images don't take up much space), so I can use another image-server and just "modify the post" with the new URLs.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **February 22, 2014, 05:29:10 pm**

Good turn! I liked the presentation style too.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 22, 2014, 07:03:23 pm**

Perhaps I should rename him "Schaibar", after the dwarf from 1,001 Arabian Nights. First, though, I'll need to find him a bar that weighs 500lbs to use as a quarterstaff.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **February 22, 2014, 08:41:23 pm**

All hail Kuchulain, Tiny Foul Smoke Thrall! Perhaps we should call you the Devlish Imp?

I hope you got your combat skills up as now you are OPPOSED_TO_LIFE, everyone and their cat will try to kill you. Not sure that +iron mask+ will protect you from beheading!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 22, 2014, 09:34:45 pm**

I have NO fighting skills whatsoever. What you see is what I've done. That's IT. It'll be fun to see what happens now.

Title: **Kuchulain and the pit dweller**
Post by: **Timeless Bob** on **February 24, 2014, 01:34:07 am**

I wandered for what seemed like a long time. There was desert, more foul smoke, trees, more desert, wasteland, camels and buzzards - but they exist in my mind as still images - flashes surrounded by murky turmoil. Finally, I tumbled into this pit and lay there for awhile before looking around.

In the gloom I made out a stout skeleton, a bronze sheild, and after going over and looking at the skeleton more closely, I found it clasping a single gold coin to its chest. Carefully prying the fingers away, I brought the coin back to the mouth of the pit and examined it in the pale afternoon light.



AZUZGODEN 1174 GOLD COIN

This is a Azuzgoden 1174 gold coin. This is the gold currency of Azuzgoden from the year 1174. On the front of the coin is a superiorly designed image of Kib Woundfaint the dwarf and dwarves. Kib Woundfaint is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Kib Woundfaint to the position of queen of The Somber Rope in 766. On the coin's back is a rendition of an exceptionally designed image of a forgotten beast. The image is the symbol of The Somber Rope, a dwarven civilization.

I became a bit excited, I admit - that poor fellow down there was a dwarf! He must have fallen prey to some predator, for this coin was one minted THIS YEAR. Perhaps there were yet more clues as to where this Somber Rope was located - I could find them and they in turn, might be able to tell me where my kin now lived! I... I could go home! With resolve in my heart, I carefully searched further into the recesses of the pit.



THE GOBLIN VUCAR SILKOL STANDS BEFORE YOU.
I AM VUCAR PLANEWHEELS!
ADVERSARY OF LORBAM DRILLEDCHANNELS, WHO CHOOSE TO RUN
IN THE WRONG DIRECTION!
I'LL RIP YOUR HEART OUT!

A filthy, naked goblin. I should have known...

I crouched in the shadows as it raged in the dark, clearly out of its mind. I felt about for a stone or something to throw at it when a metal arrow revealed itself to my questing fingers. I smiled, drew back my arm and cast it at the screaming thing.

YOU PICK UP THE ++COPPER ARROW++ WITH YOUR LEFT HAND.
THE FLYING ++COPPER ARROW++ STRIKES THE GOBLIN IN THE LEFT UPPER LEG,
TEARING THE MUSCLE!
THE ++COPPER ARROW++ HAS LODGED FIRMLY IN THE WOUND!
THE GOBLIN FALLS OVER.
THE GOBLIN PULLS OUT AND DROPS THE ++COPPER ARROW++.

My fingers found yet another shaft and another still, half buried in the muck of the floor. Still sharp, I noticed. I cast again and again. Twice I missed. With no further amunition I crouched, waiting to see if the gibbering creature would bleed to death from its initial wound.

After a long while, I crept nearer, having grown bored staring at the panting form of this goblin lying in the muck of the cave. Perhaps it would speak to me - tell me of Lorbam Drilledchannels, whom it so despised. Perhaps a goblin would fear *me* for once.

YOU'VE BEEN SPOTTED!
THE GOBLIN MISSES YOU!

It swung weakly at me, its eyes rolling

in fear. I backed away once more, but it merely scrambled towards me with a snarl - I would get no information from this foul creature.

With a calmness I never knew I possessed, I raised the bronze hammer and brought it crashing down on his hands, his arms, his legs, each time splintering bone and pulping muscle. The goblin never faltered in its attempts to strike and bite me, but my sheild, my gauntlets and my mask were impervious to its efforts. With gasp it rolled into the dust panting in pain - the shock of its injuries was too much for it in the end and I began to smile with relief and real pleasure - I would cut off this creature's limbs then wait for it to wake once more to see the ruin of its body. I would lay the skeleton of the dwarf it had slain next to its helpless form and watch this foul creature die alone in its agony. It would be fitting tribute to this dwarf.

I had only halfway finished my chosen course of action when the creature gasped its last breath. This armless corpse would have to do. I carried the dwarf's remains in to the cave and laid it gently next to its murderer before leaning his shield against the entrance of the pit as a memorial to the dwarf that had died within.

YOU SLASH THE GOBLIN IN THE RIGHT UPPER ARM WITH YOUR LARGE SILVER DAGGER
AND THE SEVERED PART SAILS OFF IN AN ARC!
YOU SLASH THE GOBLIN IN THE LEFT UPPER ARM WITH YOUR LARGE SILVER DAGGER
AND THE SEVERED PART SAILS OFF IN AN ARC!
VUCAR SILKOL, GOBLIN HAS BLED TO DEATH.

In the furthest recesses of the pit I found a curious thing: A black furred quiver filled with various arrows and bolts, all of quite fine workmanship. This creature's treasure trove, I'd guess. I took it as my spoils - neither Lorbam nor his slayer would need them now. + +BLACK BEAR LEATHER QUIVER+ +

As I strode northward once again, I examined my new treasures and found to my delight that several were made with precious metals, adorned with patterns and jewels, as if for a noble's bow. Lorbam must have been a great archer to have been able to forge or afford such arrows and bolts!

STEEL BOLT
+ +SILVER ARROWS [25]+ +
+ +SILVER BOLTS [25]+ +

This is a stack of 25 finely-crafted silver arrow. It is encrusted with finely-crafted rectangular olivine cabochons and encircled with bands of finely-crafted rectangular purplish cabochons. This object menaces with spikes of finely-crafted gremlin bone.

This is a stack of 25 finely-crafted silver ball. It is encircled with bands of finely-crafted rectangular marble cabochons, finely-crafted rectangular rock salt cabochons and finely-crafted rectangular pitchblende cabochons.

This is a slack or 25 finely-crafted silver belt. It is encrusted with finely-crafted rectangular basalt cabochons and studded with finely-crafted copper.

This is a finely-crafted copper arrow. It is encircled with bands of finely-crafted rectangular mica cabochons. This object menaces with spikes of finely-crafted badger bone and finely-crafted wolf bone.

The quiver itself was a work of fine craft. I was curious about the image of the book - first the journal and now this quiver - was this a Sign?

This is a finely-crafted black bear leather quiver. It is decorated with finely-crafted emu bone. This object is adorned with hanging rings of finely-crafted panda bone. On the item is a finely-designed image of Asu Binpraises Impervious the goose leather-bound book in mudstone.

I strode northward through the gathering gloom of twilight, swinging my bronze hammer to and fro when the last ray of the sun struck the hammer's business end and blinded me for a moment. I stopped, disoriented, trying to blink away the spots of afterimage that swam in front of my eyes when the world darkened still further and a series of pictures popped into view in rapid succession:

"Nil Walledworks, I accept your fealty.
Come, there is much fame and treasure to be found!"

It is the year 1111.

****An elf recruiting a goblin?**b>**

A dwarven hamlet named Useknigotang... "Esteemedcurses"... A battle. A bronze hammer strikes once, twice - a goblin is dead. "Stodir!" Screams a voice, "Stodir! Nooo!"

Another dwarven hamlet, this one named Ozudnguslu... "Ruthlessterrors"... Another battle - dwarves and... their goblin slaves? fighting the terrible elf and his goblins... The bronze hammer strikes out, another goblin dies.
"Imush! My darling Imush, my daughter! Die, Murderer!...

Weeping and cruel laughter **Why is the elf is laughing?***

The Dread Tower ****Shock of recognition**** Yet another battle - the hammer strikes once more... The High Yearling of Ano is slain. Ano appears in wrath, guiding an arrow from her ranger Tholtig into the heart of the High Yearling's murderer. The hammer murmurs in impotent disappointment as it drops from its owner's lifeless grasp. The elf slays Tholtig and moves on. Laughing its cruel laughter.

Quick flashes of eight more goblins dying under the hammer's head, two of which are shambling horrors of decay...

I stare dazedly at the now quiet hammer grasped in my right hand, the images flashing across my memory helter skelter.

After a while, I realize that darkness has fallen and I have no threshold to pass to save me from the Nightmares that will surely come. Quickly I back-track, hoping to find the pit entrance once again. Perhaps its threshold will do in a pinch.

Spoiler (click to show/hide)

Quote from: Timeless Bob on February 24, 2014, 01:34:07 am

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AND THE SEVERED PART SAILS OFF IN AN ARC!
VUCAR SILKOL, GOBLIN HAS BLED TO DEATH.

I may not be able to get this all finished by Wednesday night, so I'd like to ask for another week extension to my turn, if Th4DwArFY1 doesn't mind the wait.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **February 26, 2014, 04:02:51 am**

I am willing to donate the time I had left until the end of my turn (4-5 days).

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 26, 2014, 04:06:25 am**

Quote from: koter on February 26, 2014, 04:02:51 am
I am willing to donate the time I had left until the end of my turn (4-5 days).

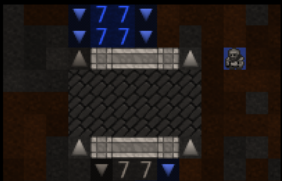
Cool. Thanks.

Title: **Zombietown**
Post by: **Timeless Bob** on **February 26, 2014, 04:07:16 am**



I made it back to the cave shaking in fear that the night terrors would surely find me, but I made it to the cave using the glimmer of the moon upon the buckler outside and though there was some scratching from without, I stayed safe within from whatever made such unnerving noises, waking the next morning to find the buckler missing and many deep gouges in the ground just outside the opening.

I trod northward through The Tainted Wastes, bearing east about midday when I beheld a small village on the horizon in that direction. Crossing a simple bridge, I approached the series of squat huts hoping that their builders were of the same stature as my own. Entering the village, I politely knocked on a doorframe, asking to be let in. The door opened and its occupants piled out in fury:



THE GOBLIN FARMWORKER ATTACKS YOU BUT YOU JUMP AWAY!
THE GOBLIN WEAVER STANDS UP.
THE MERCHANT CHARGES AT YOU!
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!
THE MERCHANT COLLIDES WITH YOU!
YOU TANGLE TOGETHER AND FALL OVER!
THE GOBLIN WEAVER STRIKES AT YOU BUT THE SHOT IS BLOCKED!
THE MERCHANT STANDS UP.
THE GOBLIN WEAVER ATTACKS YOU BUT YOU ROLL AWAY!
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!

... But what was this? A dwarf followed the goblins and attacked with equal fervor - as if I were some monstrous beast and not a dwarf just like herself! I covered myself as best as I was able as he blows rained down on my armored form.

"Wait!", I shouted, "Hold! I do not come to fight!"

THE GOBLIN WEAVER MISSES YOU!
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!
THE GOBLIN WEAVER ATTACKS YOU BUT YOU JUMP AWAY!
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!

"Will you stop already? I'm not going to fight you!"

THE GOBLIN WEAVER ATTACKS YOU BUT YOU JUMP AWAY!
THE MERCHANT CHARGES AT YOU!
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!
THE GOBLIN WEAVER STANDS UP.
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!
THE MERCHANT CHARGES AT YOU!
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!
THE MERCHANT RUSHES BY YOU!
THE GOBLIN SURGEON STANDS UP.
THE MERCHANT CHARGES AT YOU!
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!



"No! No, wait, Just... aargh! STOP THAT!"

THE MERCHANT RUSHES BY YOU!
THE GOBLIN WEAVER ATTACKS YOU BUT YOU JUMP AWAY!
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!
THE GOBLIN WEAVER CHARGES AT YOU!
THE GOBLIN WEAVER ATTACKS YOU BUT YOU JUMP AWAY!
THE MERCHANT PUNCHES YOU IN THE LEFT UPPER ARM FROM THE SIDE RIGHT HAND, BRUISING THE MUSCLE THROUGH THE COPPER MAIL SHIRT
THE GOBLIN WEAVER PUNCHES YOU IN THE LOWER BODY FROM BEHIND RIGHT HAND, BRUISING THE FAT THROUGH THE +IRON CHAIN LEGGING
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!
THE GOBLIN WEAVER SCRATCHES YOU IN THE HEAD FROM BEHIND, BUT IS DEFLECTED BY YOUR IRON MASK!
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!
THE GOBLIN SURGEON STANDS UP.
THE GOBLIN WEAVER MISSES YOU!
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!

"AARGH!! STOP IT!!"

Suddenly, my goblin assailants began howling and clutching their heads, as if something inside was tearing to be let out when simultaneously, all three fell to the ground in convulsions. The lone dwarf let out a terrified scream and ran back into the hut, locking the door behind it. All that remained of the three after a few minutes were smears of contorted muscle and sinew - they had turned themselves inside out, so violent were their convulsions. I stared in horror but also with a sense of relief at the remains of these goblins - what had happened?



With a gurgle, all three piles of broken bone and weeping, torn organs reformed themselves into semblences of the goblins they had been before, but each with balefully glowing eyes.

"Maaaaassssterrrrrr..." They sighed and gurgled through the raw wet slits in thier torsos and throats, those terrible eyes held unwaveringly on my own.

I slowly, carefully walked backwards, but they stood staring at me, not moving nor saying a word. Creepy!



Title: **Lawyers and the Underworld**
Post by: **Timeless Bob** on **February 26, 2014, 06:50:12 am**

As I resumed my solitary journey northward, I made up my mind to be a little more circumspect the next time I came to a hamlet - unless I saw that there were no more goblins around, I would not reveal my presence again.

It's been... several days, I guess, since I last had anything to write in here. I found someone's leg in my backpack today. It's old and well preserved and bore a little tag on a string tied to one toe:

"If found, please return to Nil Adilducim of Omon Woge".

I've made a freind,a strange little weasel with a ruff of fur around its neck like fancy collar has been tailing me for the past few days. I've named him "Rikkitikkitavi" - he's eaten all the supplies I no longer seem to need. Funny little fellow.

I tracked a pack of coyotes up into the mountains today - they're no gelf-dogs, though. I swatted a couple and they both died on the first go - no auto-return feature? Pitiful.

Anyway, it was getting toward nightfall when I discovered a neat little stone mound with a tunnel leading into it. I'm going to go explore inside, but I'll be sure to put what I found in here later.



Seven days, it has been, since last I recorded something in this journal, seven days and eight nights, I've been carefully journeying northward. I've discovered something about myself - I never grow tired, nor hungry, nor thirsty. I am muscle and bone and sinew, but my vision clouds with foul vapours every so often and when my head clears, I find myself walking northward once more, but with fresh blood on my hammer.

Today I found myself sitting under a river, idly smacking a fish in the side with my hammer. It'd swim up and take a nip, and I'd casually smack it with the hammer, then after a bit it would come at me again and I'd smack it again. After awhile, it started to want to be petted instead of smacked so I named it "Smitty" and walked upstream for awhile. Under the water. Who needs the dreams of sleep when wakin life is already so strange?

A pack of wild dogs attacked me today. I was surprised that the hammer swung so easily. I was actually having a rather good time swinging it low with an underhanded swing and making them fly away with this odd "gelf!" "gelf!" sound. I started counting how many I could get to fly through the air at the same time, Calling out the numbers to the otherwise still wilderness: One! Twooo! Th-ree! Forrrre!... Eventually they scattered, with only one of them dying (Poor thing landed on its head.) It was a fun way to pass the afternoon in all this emptiness.

It's later this evening and I've been attacked by more wild dogs (I'm calling them "Gelf-dogs" from the sounds they make.) Let's see how many I can get airbourne at the same time again... One! Two! Three! Fo-ore! Looks like four's my limit so far. Ah well - maybe I'll go for distance next...



I soon tired of launching these eager Gelf-dogs, so I turned and run north with them barking and snapping at my heels in joy. Every once in awhile, I'd zig or zag, catch one of these dogs about the middle and sling them off to the side. Head over tail they tumble, but the pack just keeps on coming - the moon came up and we all howled at it, even me. It was exhilarating! Finally, a few hours after dawn, the dogs fell away from the chase and I bid them farewell as I greeted the day. What a night!

It's a natural cave system that a few kobolds were using, (one called itself a "Lawyer", bunch a thieves), as well as a couple trolls. I took care of the trolls and unfortunately, that little lawyer tried to steal my hammer while it was still in motion. His cases are all closed now. What I found at the bottom was a vast underworld sea! I think I'll go exploring!



Beautiful...
I think I'll call it "Tubeumbra" for its glow.



Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **February 26, 2014, 01:32:44 pm**

He he he, gelf dogs. I love it!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **PlayingGood** on **February 26, 2014, 10:51:17 pm**

Epic! found a cavern already :)

This is going to be good.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **February 27, 2014, 01:48:33 am**

I didn't get the goblin encounter. What happened to them?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **February 27, 2014, 03:07:54 am**

Some sort of syndrome or something, I'm guessing. They were all whaling on me something fierce when the goblins all suddenly died. The dwarf took off, like I wrote and the three goblins came back as zombies a few ticks later - I'm guessing its in an evil biome.

Title: **Re: Kuchulain dares to escape...**
Post by: **koter** on **February 27, 2014, 03:09:47 am**

Quote from: PlayingGood on February 21, 2014, 11:45:22 pm
all the small adventurers who died quick, they were incredibly refreshing after reading a extremely epic tale like Nil or Bora, or Dishmab.

Actually, you are right. I never realized how balanced this game's history has become due to all the failed adventures. Here's to every character that did not survive to get a title!

Title: **Re: Kuchulain dares to escape...**
Post by: **PlayingGood** on **February 27, 2014, 04:33:09 am**

Quote from: koter on February 27, 2014, 03:09:47 am
Quote from: PlayingGood on February 21, 2014, 11:45:22 pm
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Actually, you are right. I never realized how balanced this game's history has become due to all the failed adventures. Here's to every character that did not survive to get a title!

Yeah totally, i really really enjoyed reading the short and bitter sweet adventures, every bit as much as the epic four thousand words journeys through the depths of hell itself.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **CaptainMcClellan** on **February 28, 2014, 09:38:07 am**

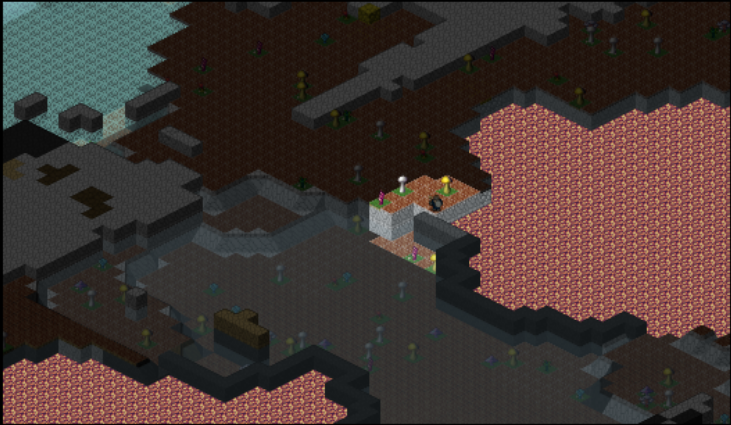
I'd like a turn.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **February 28, 2014, 11:55:16 am**

You've been added to the list.

Title: **Kuchulain meets "Saskia the Survivor"**
Post by: **Timeless Bob** on **March 02, 2014, 07:12:25 am**

Ever northward I am drawn - through caverns seemingly empty of mobile life except for the occasional giant mole. I've swum these underground seas when I must, but have preferred to stay on land where I've left a trail of campfires to mark my passage north - no sense in getting lost down here if my way north is irrevocably blocked. I'm not sure how long I've been wandering, but I've yet to need to eat, drink or sleep, so perhaps it hasn't been all that long.



By my Dwarven reckoning, these lovely twin pools should be below the Uma Lago mountains. If ever another Dwarf reads these pages, they'll want to know about this pair of lovelies, I'm going to call them "The Twins".

I head northward still, oh Journal. Whatever drew me easterly has me no longer and northward I travel once again.

I slew all of the serpent-person tribe. All, that is, except for one, whom I merely left heaving for breath amongst the bodies of her slain kin. One to tell the tale to her young: don't mess with dwarves, they will SLAUGHTER YOUR FAMILY! MWAHAHAHAHAHAHA... (Where did that come from?). Anyway, I dubbed her "Saskia" after a kitten I once knew and moved on north once more.

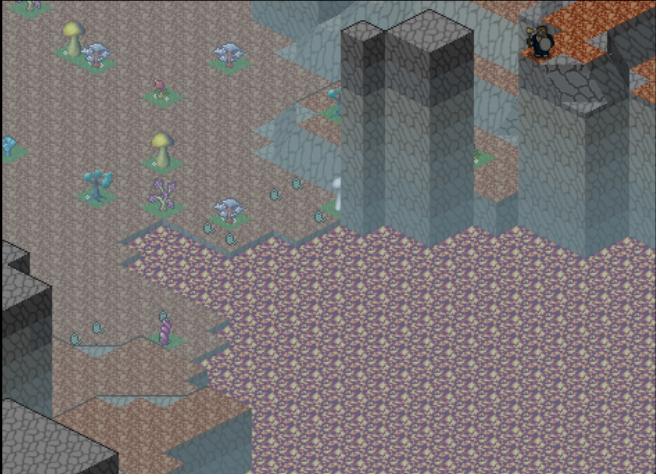


I've jouneyed still farther north, and once more I've come across a vibrant pool of Armok's Blood. This one has layers of cobalt blue stone surrounding it, so I shall name it, "The pool of blue and fire". Ah, how wonderful it is to journey beneath the surface world, as dwarves should, away from the harsh sun and (most) Traveller's hazards. I am curious, however, what it is that draws me so strongly northwards...



...I have no idea how long I've swum then climbed these sunsless shores, but my drive to continue northward has led me down to a nother whole system of caverns, I accessed them from a downward passage through the living rock, then was drawn northeast and now just east. I found another beautiful vista, that I really had to sketch - the comforting red light from below illuminates this entire section of the caverns.

I think I'll call this one, "The Pool of Cremation" for I could certainly see this serving a grand Mountain Hall.



I've travelled north for a bit more, but something exciting happened! I was attacked by snakemen! By my Dwarven estimation, I was in the caverns right around here:

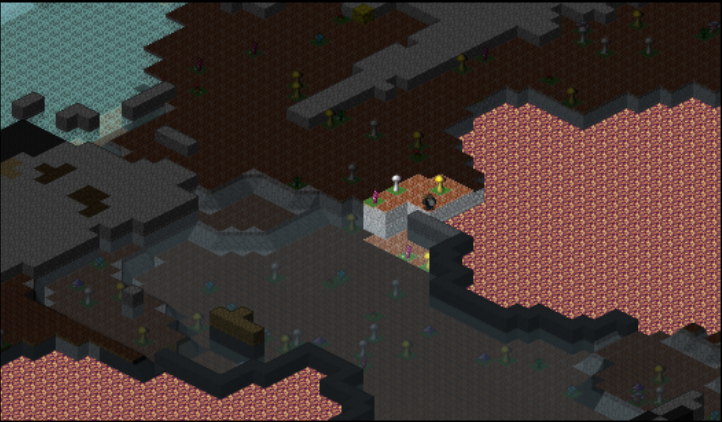
I was hiking across another expanse of empty, slightly damp cavern when "Whoosh!" a poisoned blowgun dart flashed past my ear! Suddenly, two creatures who looked like snakes, but with arms, attacked from the cover of a down-slope in the floor and I was was twisting and dodging strikes from their spears and as the darts pinged off my armor and shield like some form of horizontal rain! "There has to be more than two around here.", thought I, "I'll hammer these two and see if I can find a hiding place from which to observe the rest!



Title: **Re: Kuchulain meets "Saskia the Survivor"**
Post by: **PlayingGood** on **March 02, 2014, 07:47:57 am**

[Spoiler](#) (click to show/hide)
Quote from: Timeless Bob on March 02, 2014, 07:12:25 am

Ever northward I am drawn - through caverns seemingly empty of mobile life except for the occasional giant mole. I've swum these underground seas when I must, but have preferred to stay on land where I've left a trail of campfires to mark my passage north - no sense in getting lost down here if my way north is irrevocably blocked. I'm not sure how long I've been wandering, but I've yet to need to eat, drink or sleep, so perhaps it hasn't been all that long.



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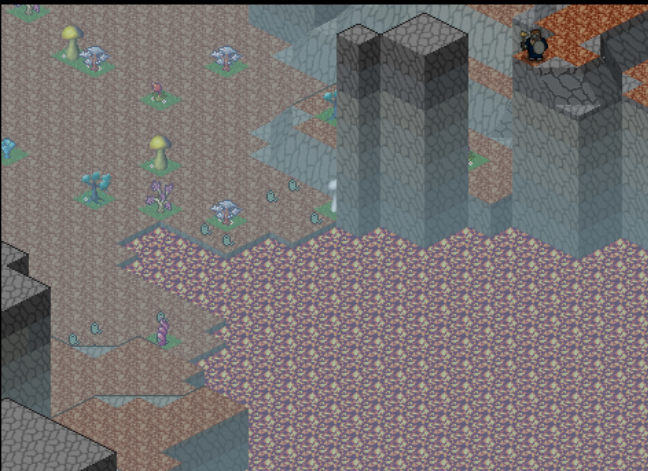


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Dont mess with dwarves hahaha! :P

Awesome adventure so far,
as always looking forward to more.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **March 02, 2014, 05:38:11 pm**

By my estimation you are deep in the second cavern layer. Goodness knows how you're going to find a way to the surface!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **March 02, 2014, 07:57:00 pm**

The simple answer is you probably wont if your campfire-breadcrumbs scheme doesn't pan out, unless you wander into someone's fort and they just so happen to have cavern access.

Although, my experience has shown me that all caves exit into the first cavern layer. Did I miss a downward passage/fall from extraordinary heights in your story? O_o

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **March 02, 2014, 09:48:20 pm**

Top right paragraph of Bob's last pictogram states he finds another passage downwards.

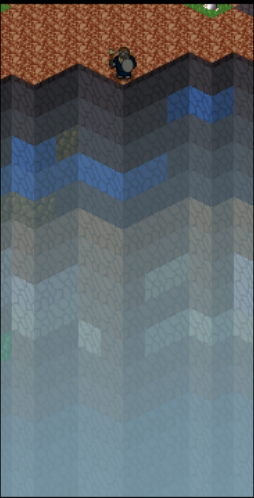
Options really are to keep heading deeper and hope for a demonic fort (perhaps "hope" is the wrong word), or try to find a player-built fort with 2nd cavern access which is not sealed off.

Think you've certainly made a challenge for yourself Bob :D

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **March 02, 2014, 11:11:32 pm**

The idea is to head for the cavern access under the Tower of Seers or that old fortress that made the tables for Dinnerwandered, then jump into the sewers underneath Dinnerwandered before emerging within the Museum to deposit my treasures, (including, now, Saskia the snakewoman's blowgun and some prepared olm roasts), before retiring somewhere outside Dinnerwandered but close enough to cause mischief.

Title: **Kuchulain and the pit**
Post by: **Timeless Bob** on **March 03, 2014, 06:21:41 am**



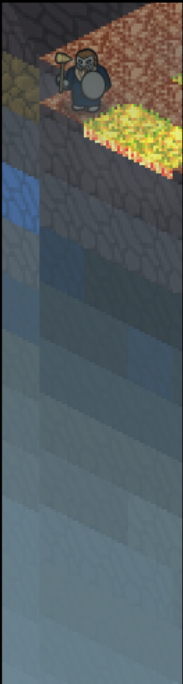
As I made my meandering way northward, I chanced across this chasm. After dropping a pebble, I finally heard it clatter to the ground ofter a count of twenty!!! The sheer face is banded with all manner of minerals - enough to make any dwarf's heart glad. I've never seen anything like it in all my days - the sheer walls of the city we built for the goblins were at most a count of eight from top to bottom. Twenty! It boggles the mind!



Somehow, I've become trapped in a circle unpenetrable by land or sea, I've circled around marking each shore with a campfire to be certain and explored each downslope beneath the waters. Three times I've done this, coming upon the muddy ashes of my campfires three times in turn, adding additional campfire markers to each, just to make certain. I'm certain now - the pit is marked thrice as well: I am trapped. I will attempt to cross directly across from the northern edge to the southern, to see if some center passage will lead me away from this lobe of caverns before I consign myself to a final, desperate attempt:



The pit.



This may be the last entry I make, in you, oh salty journal. I will see how tough I really am: will a twenty count fall be enough to destroy what I have become? We will see, won't we. First, however, I shall take a self assessment, for I feel much changed from the strictly average dwarf who began this journey some time ago...

Kuchulain, Lañcedsöund the Helmed Crescent of Waxes
WANDERING FOUL SMOKE THRALL

He has incredible muscles over a small build. His hair is wavy. His very long sideburns are neatly combed. His very long beard is braided. His very long moustache is arranged in double braids. His very long hair is neatly combed. His very long short hair is neatly combed. His slightly wide-set silver eyes have very large irises. His nose is hooked. His teeth are crowded. His extremely narrow ears have large hanging lobes. He has an angular chin. His dark brown skin is slightly wrinkled. His hair is tan with a touch of gray.

SUPERIOR STRENGTH
SUPERDWARVEN AGILITY
SUPERDWARVEN TOUGHNESS
SUPERIOR ENDURANCE
AVERAGE RECUPERATION
AVERAGE DISEASE RESISTANCE
AVERAGE ANALYTICAL ABILITY
HIGH FOCUS
SUPERIOR WILLPOWER
AVERAGE CREATIVITY
ABOVE AVERAGE INTUITION
AVERAGE PATIENCE
AVERAGE MEMORY
AVERAGE LINGUISTIC ABILITY
SUPERDWARVEN SPATIAL SENSE
AVERAGE MUSICALITY
SUPERIOR KINESTHETIC SENSE
AVERAGE EMPATHY
AVERAGE SOCIAL AWARENESS

*6 PROFICIENT
*2 NOVICE
*14 HIGH MASTER
*15+ LEGENDARY
*15+ LEGENDARY
*5 SKILLED
*15+ LEGENDARY
*3 ADEQUATE
*1 DABBLING
*1 DABBLING
*1 DABBLING
*15+ LEGENDARY
*1 DABBLING

HAMMERDWARF
SHIELD USER
ARMOR USER
HUNTER
SWIMMER
OBSERVER
FIGHTER
WRESTLER
BITER
STRIKER
KICKER
DODGER
ATHLETE

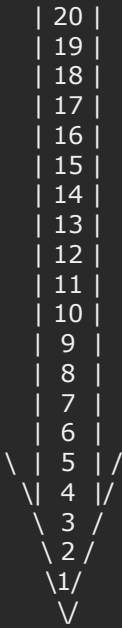
Yes... I am much changed from the person who began this journey, from the slave who snuck away from the goblin city. I will leap from this edge soon enough, but I will sleep first by my three fires and savor my dreams, for they may be my last.

Upon waking next to the ashey embers, three names remain, dredged from my fragmented dreams:

The goblin named Vucar Planewheels, the one in the cave I laid next to the dwarf
Someone named Ustuth Craftclinch
Something named Keth Growthbuds, the Autumnal Harvester of Zeniths

As I gaze at the drop, I am gladdened, one way or the other, I shall become closer to Armok.

No more procrastination.



[Spoiler](#) (click to show/hide)

YOU SLAM INTO AN OBSTACLE!
IT YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR +IRON CHAIN LEGGINGS+ +!
IT YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR COPPER MAIL SHIRT!
YOUR RIGHT HAND TAKES THE FULL FORCE OF THE IMPACT, SHATTERING THE BONE THROUGH THE +IRON RIGHT GAUNTLET+ +!
IT YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR +IRON CHAIN LEGGINGS+ +!
YOUR RIGHT LOWER ARM TAKES THE FULL FORCE OF THE IMPACT, SHATTERING THE BONE THROUGH THE +IRON RIGHT GAUNTLET+ +!
YOUR HEAD TAKES THE FULL FORCE OF THE IMPACT, BRUISING THE MUSCLE, JAMMING THE SKULL THROUGH THE BRAIN AND TEARING APART THE BRAIN!
IT YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR +IRON CHAIN LEGGINGS+ +!
YOU LOSE HOLD OF THE +IRON SHIELD+.

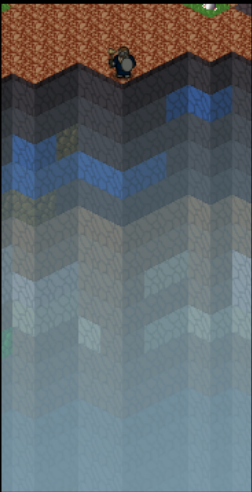
His right lower arm is broken. His right lower arm is bruised. His right hand is broken. His right hand is bruised. His head is bruised. His brain is broken. His skull is broken.



It seems that I've survived, but my shield hand is useless and my head has shattered like an eggshell. My... brains I think, are leaking from my head like wax from a lighted candle - I keep pushing them back in, but the cracks in my head are so many and my memories are all a jumble. I... I've begin wondering if I should just let them dribble out like sand - my memories... NO! I shall keep them for later here in my little gab...bag. My bag...

I can stand, though I've no idea how long I've lain here, senseless, dribbling my memories into the mud.
North - I must go North.

I go.



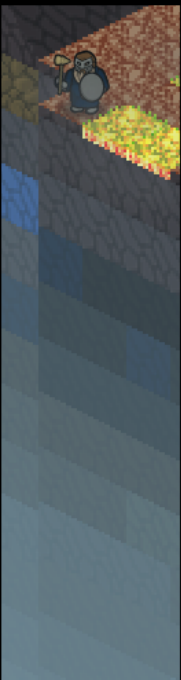
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Kuchulain Lanced the Helmed Crescent of Waxes
WANDERING FOUL SMOKE THRALL

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AVERAGE MUSICALITY
SUPERIOR KINESTHETIC SENSE
AVERAGE EMPATHY
AVERAGE SOCIAL AWARENESS

*6 PROFICIENT
*2 NOVICE
*14 HIGH MASTER
*15+ LEGENDARY
*15+ LEGENDARY
*5 SKILLED
*15+ LEGENDARY
*3 ADEQUATE
*1 DABBLING
*1 DABBLING
*1 DABBLING
*15+ LEGENDARY
*1 DABBLING

HAMMERDWARF
SHIELD USER
ARMOR USER
HUNTER
SWIMMER
OBSERVER
FIGHTER
WRESTLER
BITER
STRIKER
KICKER
DODGER
ATHLETE

Yes... I am much changed from the person who began this journey, from the slave who snuck away from the goblin city. I will leap from this edge soon enough, but I will sleep first by my three fires and savor my dreams, for they may be my last.

Upon waking next to the ashey embers, three names remain, dredged from my fragmented dreams:

The goblin named Vucar Planewheels, the one in the cave I laid next to the dwarf
Someone named Ustuth Craftclinch
Something named Keth Growthbuds, the Autumnal Harvester of Zeniths

As I gaze at the drop, I am gladdened, one way or the other, I shall become closer to Armok.

No more procrastination.

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[spoiler]

YOU SLAM INTO AN OBSTACLE!
IT YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR +IRON CHAIN LEGGINGS+ +!
IT YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR COPPER MAIL SHIRT!
YOUR RIGHT HAND TAKES THE FULL FORCE OF THE IMPACT, SHATTERING THE BONE THROUGH THE +IRON RIGHT GAUNTLET+ +!
IT YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR +IRON CHAIN LEGGINGS+ +!
YOUR RIGHT LOWER ARM TAKES THE FULL FORCE OF THE IMPACT, SHATTERING THE BONE THROUGH THE +IRON RIGHT GAUNTLET+ +!
YOUR HEAD TAKES THE FULL FORCE OF THE IMPACT, BRUISING THE MUSCLE, JAMMING THE SKULL THROUGH THE BRAIN AND TEARING APART THE BRAIN!
IT YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR +IRON CHAIN LEGGINGS+ +!
YOU LOSE HOLD OF THE +IRON SHIELD+.
His right lower arm is broken. His right lower arm is bruised. His right hand is broken. His right hand is bruised. His head is bruised. His brain is broken. His skull is broken.



It seems that I've survived, but my shield hand is useless and my head has shattered like an eggshell. My... brains I think, are leaking from my head like wax from a lighted candle - I keep pushing them back in, but the cracks in my head are so many and my memories are all a jumble. I... I've begin wondering if I should just let them dribble out like sand - my memories... NO! I shall keep them for later here in my little gab...bag. My bag...

I can stand, though I've no idea how long I've lain here, senseless, dribbling my memories into the mud.
North - I must go North.

I go.

LMAO, this is epic.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **CaptainMcClellan** on **March 03, 2014, 12:05:21 pm**

@PlayingGood: When Quoting huge posts, please put your quotes in spoiler tags so that we don't have two identical copies of a post that takes up half a thread page each.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **PlayingGood** on **March 03, 2014, 12:10:11 pm**

Quote from: CaptainMcClellan on March 03, 2014, 12:05:21 pm

@PlayingGood: When Quoting huge posts, please put your quotes in spoiler tags so that we don't have two identical copies of a post that takes up half a thread page each.

fixed, my bad, usually do that.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **March 03, 2014, 05:22:40 pm**

That fall would surely have slain a lesser mortal. Broken brain!

Now poor tiny foul smoke thrall is in the true depths of the world, where it is quiet and warm. How will he escape?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **March 03, 2014, 06:17:30 pm**

I imagine he'll eventually fall through an eerily glowing pit and out of the sky below it onto the surface again, like a mobius strip.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **koter** on **March 04, 2014, 01:57:15 am**

Retire in the eerie glowing pit?

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Argonnek** on **March 04, 2014, 02:37:49 am**

That sounds like a Dwarven vacation spot.

"Welcome, bearded travelers, to the Eerie Glowing Pit! Rest up in the darkest depths of hell, sample our 'Demon Cocktail,' a favorite of the locals, or go out into the wastes and kill your own salt fiend! All this and more is available only at Urist's Eerie Glowing Pit!"

Title: **Re: The Museum: Adventure mode succession world**
Post by: **CaptainMcClellan** on **March 04, 2014, 09:49:41 am**

Now two-for-one on the circus! And if you act fast you can loot all the loot you can carry from the super-realistic corpse dolls. They look, smell, and taste just like real dwarf corpses!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Eric Blank** on **March 04, 2014, 11:41:58 am**

If you travel underneath a town, maybe you can retire there.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Th4DwArfY1** on **March 04, 2014, 11:47:31 am**

If he travels under a town, he could fast travel out. I think that it works when under a town.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Bralbaard** on **March 04, 2014, 01:22:47 pm**

Sunkengem has access to all three cavern layers, it's also mostly unexplored.

Title: **Re: The Museum: Adventure mode succession world**
Post by: **kesperan** on **March 04, 2014, 04:59:45 pm**

Travelling all the way north to Sunkengem with no fast travel, in the darkest depths of the caverns... some trip ahead of you TB!

Title: **Re: The Museum: Adventure mode succession world**
Post by: **Timeless Bob** on **March 04, 2014, 07:18:05 pm**

Yep, I'm working on it. That Fast-travel thing hasn't worked in the wilds, I get a message saying "you must first leave the caverns" - I wanted to see if I could cavern-skip, but, apparently not.

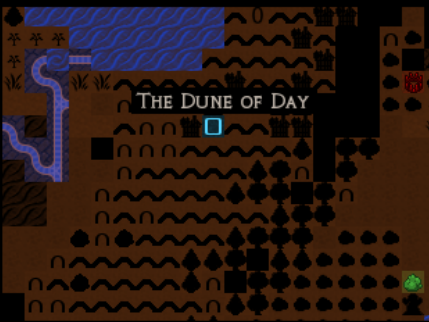
Title: **Kuchulain's folly...**
Post by: **Timeless Bob** on **March 04, 2014, 09:34:22 pm**

Through empty caverns and ones filled with moss, trees and old webs, I continue travelling north. It seems that as I go, I am descending more down than up, deeper and deeper still into the bones of the world. Yet, coming upon this great pit, I see that the world descends quite a bit more still. I continue northward.

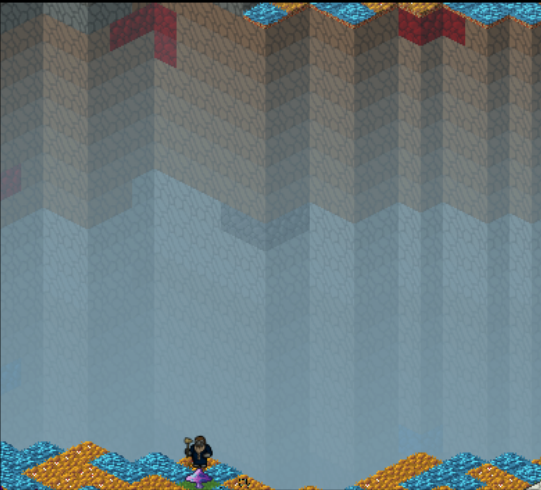


With the realization that just one sleep will make me whole, I've resorted to just leaping from each precipice that blocks my passage north, bounding here and there and everywhere, sleeping when I must, but making excellent progress nonetheless.

Well, I was...



By my reckoning, I'm somewhere below The Dune of Day.



Not much farther northward, I chance upon yet another pool of Armok's blood - my puny fires are no match for his, but both light my journey with a string of fire. Armok smiles upon me, this day. I thank him for the gift of His bloodlight.

According to my Dwarven reckoning, the pit lies below the Hills of Murdering. I wonder what the story is behind that name?



It's been awhile now, since I've slept, so I lay myself next to a stunning precipice and drifted into a dreamless slumber. You can imagine how startled I was when I awoke fully healed! Well, almost. I'm still missing some of my memories - or rather, my skull is whole, but some of my brains are here in my backpack. It's a bit perplexing. I think I'll just call these my "external memory" until I can find a way to get them back into my head where they belong.



Now, however, I find myself in a pit with no natural ramp leading back up out of this dead end. I shall have to sit and have a good think about how to get out of this situation...

Kuchulain dares to escape

'KUCHULAIN' KÜBÜKVOD



ESCAPED SLAVE

His hair is wavy. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His short hair is neatly combed. He is small. His slightly wide-set silver eyes have very large irises. His nose is hooked. His teeth are crowded. His extremely narrow ears have large hanging lobes. He has an angular chin. His dark brown skin is slightly wrinkled. His hair is tan with a touch of gray.

PIG TAIL FIBER TROUSERS	LOWER BODY
PIG TAIL FIBER TUNIC	UPPER BODY
ALPACA WOOL ROBE	UPPER BODY
ALPACA WOOL CAP	HEAD
ALPACA WOOL LEFT GLOVE	LEFT HAND
ALPACA WOOL RIGHT GLOVE	RIGHT HAND
GIANT CAVE SPIDER SILK SOCK	LEFT FOOT
ALPACA WOOL SHOE	LEFT FOOT
GIANT CAVE SPIDER SILK SOCK	RIGHT FOOT
ALPACA WOOL SHOE	RIGHT FOOT
ECHIDNA LEATHER WATERSKIN	PIG TAIL FIBER TUNIC
ICE [3]	
CAVE SPIDER SILK BACKPACK	UPPER BODY
WATER BUFFALO TRIPE [5]	
LARGE COPPER DAGGER	
COPPER SPEAR	MULTIGRASP

My name is Kuchu, and I have lived here all of my life.

Once you've survived the infant bloodletting, being a slave of the goblins isn't too bad. I mean, sure, you're always kept ready to be sacrificed to dark gods, and water's the only other thing to be drunk, if you refuse to quaff the blood of the newly snatched, but all in all, life goes on for most of us. Slaves built this Fiendfleshy, dug its catacombs and buried its dead. It's a good sized town, for all the good it did our Goblin Masters - goblins prefer to live in the underground places, not in manlike cities. It's all for show - a labyrinthine trap to catch travellers and house slaves.

Slaves like me. Today, though, I've made up my mind. Today I will make my escape from this cursed place! I will leave, but first, I must slay my Master!

As I stand in this alley, in the town of Fiendfleshy, I imagine what the world must be like outside these imprisoning walls. I have seen such cruelty and such cunning, the care for a well tortured soul screaming its last breath on the cruel barbs on the feast-days as all laugh in glee at the victim's anguish and drink the blood of slaves newly snatched.

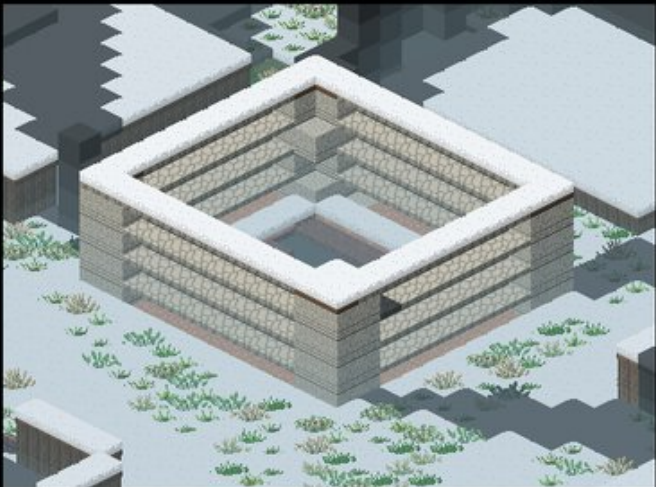
AVERAGE STRENGTH
HIGH AGILITY
AVERAGE TOUGHNESS
AVERAGE ENDURANCE
AVERAGE RECUPERATION
AVERAGE DISEASE RESISTANCE
AVERAGE ANALYTICAL ABILITY
AVERAGE FOCUS
AVERAGE WILLPOWER
AVERAGE CREATIVITY

AVERAGE INTUITION
AVERAGE PATIENCE
AVERAGE MEMORY
AVERAGE LINGUISTIC ABILITY
AVERAGE SPATIAL SENSE
AVERAGE MUSICALITY
AVERAGE KINESTHETIC SENSE
AVERAGE EMPATHY
AVERAGE SOCIAL AWARENESS
SMALL FOR A DWARF



Kuchu conquers his fear and receives a Sign...

The cold, crisp snow crunches and squeaks under my feet as I make my way southward toward the Inner Wall. I pass by the temple with a shudder - many have lost their lives, their still beating hearts sliced from their chests in this place. No longer, no longer - I will push these terrible memories from my mind and tarry no more gazing at this place of horror and death. Still, the cries of sacrificial slaves ring hollowly in my memories as I show this temple my back. Almost subconsciously, I stoop low to avoid the notice of those remembered knife wielding preists. I will be free! I swear it!



Hurrying from snowdrift to shadow, concealing my small form from roving and cruel eyes, I come at last to the gate into the Inner Bailey. If I enter here, there's no turning back, for only those slaves who bear the brand upon their cheeks are allowed within. Will this gate be unlocked, as they were that night all those years ago? Let the ancestral gods of my parents take notice: I will make great sacrifices of blood and sacrifice the hearts of my foes in your name, if only these gates allow me entrance!



Avoiding the gaze of the sentries, I creep through the undergrowth of this forbidden place until at last I find the entrance to the Tower around which all in this city revolve. The great and brooding cube of stone sealed with blood and pain has filled our imaginations with its brooding presence, overshadowed us with its fear and with its permanence. Yet, I dare to enter here... what's this?

A... campfire? Burning fitfully before of the Gates of Doom?

Glancing quickly up at the centries, they seem to pay it no mind, this... must be a sign. Oh Gods of my Ancestors! Is this... A message for me?



Yes! Thank You!

In which Kuchulain claims the Journal of Salt

Entering those terrible gates, I beheld the truth of the fire outside: This place was no longer my Master's home, but his tomb. Another had been here before me and in front of me lay the remains of of that encounter - the moldering truth that had been hidden by goblin lies for possibly years. Our Goblin Masters gave lip service to the terrible feind in the tower, their Lord and leader - he whose corpse lay rotting before me.

Helpless tears well from my eyes as I realise that I am now truly free. Morul, the High Yearling of Ano ,(She who forced goblin impregnation on so many slaves), was well and truly dead. No one would be able to recapture him in Ano's name - his slavebrand held no more power to keep him captive...

Freedom!



After dancing a careful jig of jubilation, for there were still living goblins about, I looked more closely at the gear randomly scattered about the floor - two itemsa in particular caught my eye as I examined them: High boots made of copper, with the pictures of dwarven heroes emblazoned upon them.

+ +COPPER HIGH BOOT+ +

This is a finely-crafted copper high boot. It is encircled with bands of finely-crafted rectangular malachite cabochons. On the item is a finely-designed image of Dishmab Northmanor the Mute Saffron Soot the dwarf in giant bat bone. On the item is a finely-designed image of a forgotten beast in jaguar bone.

+ +COPPER HIGH BOOT+ +

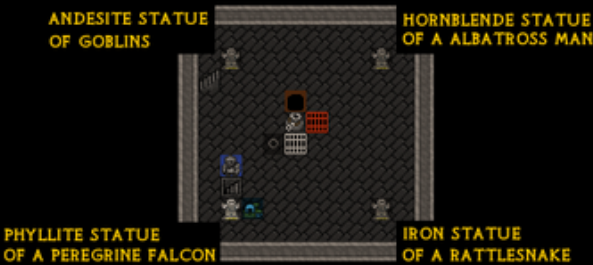
This is a finely-crafted copper high boot. It is encircled with bands of finely-crafted rectangular malachite cabochons. On the item is a finely-designed image of Logic Legendfinder the Bitterness of Lancers the human in giant bat bone. On the item is a finely-designed image of forgotten beasts in jaguar bone.

Dishmab Northmanor... Logic Legendfinder... these were heroes who's stories I half-remembered in bits of lullabye from the dawn of my memories. Now, here they to me once again. Saint Dishmab, whose blade clove the sky in twain! Logic Koboldbane, the human that fought like a dwarf! These two legends would come with me on my journey, to remind me of the great deeds of those who came before. Was this a sign as well? First, the Fire at the Gates, now I am in the company of the Soles of Heroes Past. I ventured still higher into this tower, waiting to see what was to be found.

The next floor found more riches and more of the Goblin Masters remains. Here it was that I found fine iron armors, boots and a shield - even a cold mask of iron so none would ever have to gaze upon the shame of my slave brands upon each cheek. Once more, I continued higher.



Four statues gaurded this room, a bird-man, a snake, a hunting bird and a goblin. All had their eyes scrutinizing the cages in the center of the room, all with cruel expressions of anticipation on their cold visages. A wheelbarrow and a fur bag filled with small clothing gibbered maddening tales into my mind, of cruel pleasures and of the screams of terror and loss we had once heard nightly. I smiled then, in grim humor. I wondered if they'd screamed themselves, these "Masters", when the Fire-builder had removed their heads?

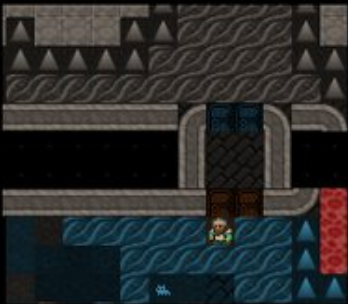


Here, at the topmost room of the tower, I found the treasury - it was filled with all manner of junk, bags of skin and baubles taken from dwarven snatches, as well as a copper minecart filled with water. I filled a silver flask and two waterskins from the fluid, thinking that it might give me some special edge, then saw you peeking out of a bag - your pure white sparkle beckoning me to take you...

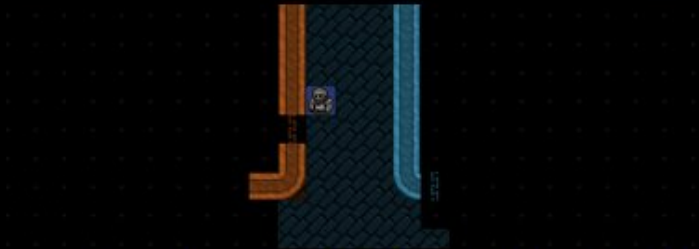


... I did, of course.

As I left the dreaded tower, I made offerings of the hearts and hands of those corpses within, secure in the knowledge that the smoke of this previous flame concealed my new one. As I'd promised the Gods of my Ancestors, there would be blood too, but first, there would be Freedom!



Under the cover of darkness, I crept - the blackened iron of my new armor helping to hide me from the tower gaurd's eyes, until at last I passed through the Southern Gate and into the Outer Town.



Where I was soon set upon by an ancient horror: Solitary Traveller's Bane! Reacting quickly, I dashed across the threshold of the nearest doorway - this, also was part of the ancient pact - no creatures born of darkness could pass the threshold of a still-standing door.



They lost the spoor, confused by the in-betweenness of a threshold, that a "here" can become so unexpectedly "there" between one step and the next. It was something learned early by slaves like himself in this eerie, empty trap of a city.



Creeping slowly, ever so slowly, making sure to make no noise that might alert my former Masters, I stole from the city until dawns first rays had me blinking drowsily not at walls and doors, but at trees, grass and the wilderness.

One step further and I was away!

I wandered for what seemed like a long time. There was desert, more foul smoke, trees, more desert, wasteland, camels and buzzards - but they exist in my mind as still images - flashes surrounded by murky turmoil. Finally, I tumbled into this pit and lay there for awhile before looking around.

In the gloom I made out a stout skeleton, a bronze sheild, and after going over and looking at the skeleton more closely, I found it clasping a single gold coin to its chest. Carefully prying the fingers away, I brought the coin back to the mouth of the pit and examined it in the pale afternoon light.



AZUZGODEN 1174 GOLD COIN

This is a Azuzgoden 1174 gold coin. This is the gold currency of Azuzgoden from the year 1174. On the front of the coin is a superiorly designed image of Kib Woundfaint the dwarf and dwarves. Kib Woundfaint is surrounded by the dwarves. The artwork relates to the ascension of the dwarf Kib Woundfaint to the position of queen of The Somber Rope in 766. On the coin's back is a rendition of an exceptionally designed image of a forgotten beast. The image is the symbol of The Somber Rope, a dwarven civilization.

I became a bit excited, I admit - that poor fellow down there was a dwarf! He must have fallen prey to some predator, for this coin was one minted THIS YEAR. Perhaps there were yet more clues as to where this Somber Rope was located - I could find them and they in turn, might be able to tell me where my kin now lived! I... I could go home! With resolve in my heart, I carefully searched further into the recesses of the pit.



THE GOBLIN VUCAR SILKOL STANDS BEFORE YOU.
I AM VUCAR PLANEWHEELS!
ADVERSARY OF LORBAM DRILLEDCHANNELS, WHO CHOOSE TO RUN
IN THE WRONG DIRECTION!
I'LL RIP YOUR HEART OUT!

A filthy, naked goblin. I should have known...

I crouched in the shadows as it raged in the dark, clearly out of its mind. I felt about for a stone or something to throw at it when a metal arrow revealed itself to my questing fingers. I smiled, drew back my arm and cast it at the screaming thing.

YOU PICK UP THE ++COPPER ARROW++ WITH YOUR LEFT HAND.
THE FLYING ++COPPER ARROW++ STRIKES THE GOBLIN IN THE LEFT UPPER LEG,
TEARING THE MUSCLE!
THE ++COPPER ARROW++ HAS LODGED FIRMLY IN THE WOUND!
THE GOBLIN FALLS OVER.
THE GOBLIN PULLS OUT AND DROPS THE ++COPPER ARROW++.

My fingers found yet another shaft and another still, half buried in the muck of the floor. Still sharp, I noticed. I cast again and again. Twice I missed. With no further amunition I crouched, waiting to see if the gibbering creature would bleed to death from its initial wound.

After a long while, I crept nearer, having grown bored staring at the panting form of this goblin lying in the muck of the cave. Perhaps it would speak to me - tell me of Lorbam Drilledchannels, whom it so despised. Perhaps a goblin would fear *me* for once. **YOU'VE BEEN SPOTTED!**
THE GOBLIN MISSES YOU! It swung weakly at me, its eyes rolling in fear. I backed away once more, but it merely scrambled towards me with a snarl - I would get no information from this foul creature.

With a calmness I never knew I possessed, I raised the bronze hammer and brought it crashing down on his hands, his arms, his legs, each time splintering bone and pulping muscle. The goblin never faltered in its attempts to strike and bite me, but my sheild, my gauntlets and my mask were impervious to its efforts. With gasp it rolled into the dust panting in pain - the shock of its injuries was too much for it in the end and I began to smile with relief and real pleasure - I would cut off this creature's limbs then wait for it to wake once more to see the ruin of its body. I would lay the skeleton of the dwarf it had slain next to its helpless form and watch this foul creature die alone in its agony. It would be fitting tribute to this dwarf.

I had only halfway finished my chosen course of action when the creature gasped its last breath. This armless corpse would have to do. I carried the dwarf's remains in to the cave and laid it gently next to its murderer before leaning his shield against the entrance of the pit as a memorial to the dwarf that had died within.

YOU SLASH THE GOBLIN IN THE RIGHT UPPER ARM WITH YOUR LARGE SILVER DAGGER
AND THE SEVERED PART SAILS OFF IN AN ARC!
YOU SLASH THE GOBLIN IN THE LEFT UPPER ARM WITH YOUR LARGE SILVER DAGGER
AND THE SEVERED PART SAILS OFF IN AN ARC!
VUCAR SILKOL, GOBLIN HAS BLEED TO DEATH.

The waking dream

In the furthest recesses of the pit I found a curious thing: A black furred quiver filled with various arrows and bolts, all of quite fine workmanship. This creature's treasure trove, I'd guess. I took it as my spoils - neither Lorbam nor his slayer would need them now. + +BLACK BEAR LEATHER QUIVER+ +

As I strode northward once again, I examined my new treasures and found to my delight that several were made with precious metals, adorned with patterns and jewels, as if for a noble's bow. Lorbam must have been a great archer to have been able to forge or afford such arrows and bolts!

This is a stack of 25 finely=crafted silver arrow. It is encrusted with finely=crafted rectangular olivine cabochons and encircled with bands of finely=crafted rectangular pyrolusite cabochons. This object menaces with spikes of finely=crafted gremlin bone.

This is a stack of 25 finely=crafted silver bolt. It is encircled with bands of finely=crafted rectangular marble cabochons. finely=crafted rectangular rock salt cabochons and finely=crafted rectangular pitchblende cabochons.

This is a stack of 25 finely=crafted silver bolt. It is encrusted with finely=crafted rectangular basalt cabochons and studded with finely=crafted copper.

This is a finely=crafted copper arrow. It is encircled with bands of finely=crafted rectangular mica cabochons. This object menaces with spikes of finely=crafted badger bone and finely=crafted wolf bone.

STEEL BOLT
+ +SILVER ARROWS [25]+ +
+ +SILVER BOLTS [25]+ +
STEEL BOLT
STEEL BOLT
STEEL BOLT
+IRON BOLTS [25]+
+IRON BOLTS [25]+
+ +SILVER BOLTS [25]+ +
+ +COPPER ARROW+ +

The silver bolts and arrows, as well as the copper one, I placed next to the copper boots in my rapidly filling bag, but the plain steel and iron bolts I left in the quiver - they might be useful to have on hand here in the wilds.

The quiver itself was a work of fine craft. I was curious about the image of the book - first the journal and now this quiver - was this a Sign?

This is a finely=crafted black bear leather quiver. It is decorated with finely=crafted emu bone. This object is adorned with hanging rings of finely=crafted panda bone. On the item is a finely=designed image of Asu Binpraises. Impervious the goose leather=bound book in mudstone.

I strode northward through the gathering gloom of twilight, swinging my bronze hammer to and fro when the last ray of the sun struck the hammer's business end and blinded me for a moment. I stopped, disoriented, trying to blink away the spots of afterimage that swam in front of my eyes when the world darkened still further and a series of pictures popped into view in rapid succession:

"Nithe! I will follow you into glory and death!"

"Nil Walledworks, I accept your fealty.
Come, there is much fame and treasure to be found!"

It is the year 1111.

An elf recruiting a goblin?

A dwarven hamlet named Usekngotang... "Esteemedcurses"... A battle. A bronze hammer strikes once, twice - a goblin is dead. "Stodir!" Screams a voice, "Stodir! Nooo!"

...
Another dwarven hamlet, this one named Ozudnguslu... "Ruthlessterrors"... Another battle - dwarves and... their goblin slaves? fighting the terrible elf and his goblins... The bronze hammer strikes out, another goblin dies. "Imush! My darling Imush, my daughter! Die, Murderer!...
~~~Weeping and cruel laughter~~~ \*\*Why is the elf is laughing?\*\*

...  
The Dread Tower \*\*Shock of recognition\*\* Yet another battle - the hammer strikes once more... The High Yearling of Ano is slain. Ano appears in wrath, guiding an arrow from her ranger Tholtig into the heart of the High Yearling's murderer. The hammer murmurs in impotent disappointment as it drops from its owner's lifeless grasp. The elf slays Tholtig and moves on. Laughing its cruel laughter.

...

Quick flashes of eight more goblins dying under the hammer's head, two of which are shambling horrors of decay...

I stare dazedly at the now quiet hammer grasped in my right hand, the images flashing across my memory helter skelter.

After a while, I realize that darkness has fallen and I have no threshold to pass to save me from the Nightmares that will surely come. Quickly I back-track, hoping to find the pit entrance once again. Perhaps its threshold will do in a pinch.

## Zombietown



... But what was this? A dwarf followed the goblins and attacked with equal fervor - as if I were some monstrous beast and not a dwarf just like herself! I covered myself as best as I was able as he blows rained down on my armored form.

"Wait!", I shouted, "Hold! I do not come to fight!"

THE GOBLIN WEAVER MISSES YOU!  
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!  
THE GOBLIN WEAVER ATTACKS YOU BUT YOU JUMP AWAY!  
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!

"Will you stop already? I'm not going to fight you!"

THE GOBLIN WEAVER ATTACKS YOU BUT YOU JUMP AWAY!  
THE MERCHANT CHARGES AT YOU!  
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!  
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!  
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!  
THE GOBLIN WEAVER STANDS UP.  
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!  
THE MERCHANT CHARGES AT YOU!  
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!  
THE MERCHANT RUSHES BY YOU!  
THE GOBLIN SURGEON STANDS UP.  
THE MERCHANT CHARGES AT YOU!  
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!

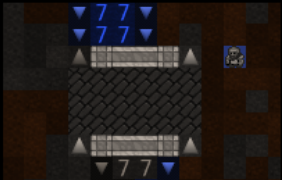
Suddenly, my goblin assailants began howling and clutching their heads, as if something inside was tearing to be let out when simultaneously, all three fell to the ground in convulsions. The lone dwarf let out a terrified scream and ran back into the hut, locking the door behind it. All that remained of the three after a few minutes were smears of contorted muscle and sinew - they had turned themselves inside out, so violent were their convulsions. I stared in horror but also with a sense of relief at the remains of these goblins - what had happened?



With a gurgle, all three piles of broken bone and weeping, torn organs reformed themselves into semblences of the goblins they had been before, but each with balefully glowing eyes.

"Maaaaaassssterrrrrrr..." They sighed and gurgled through the raw wet slits in thier torsos and throats, those terrible eyes held unwaveringly on my own.

I slowly, carefully walked backwards, but they stood staring at me, not moving nor saying a word. Creepy!



THE GOBLIN FARMWORKER ATTACKS YOU BUT YOU JUMP AWAY!  
THE GOBLIN WEAVER STANDS UP.  
THE MERCHANT CHARGES AT YOU!  
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!  
THE MERCHANT COLLIDES WITH YOU!  
YOU TANGLE TOGETHER AND FALL OVER!  
THE GOBLIN WEAVER STRIKES AT YOU BUT THE SHOT IS BLOCKED!  
THE MERCHANT STANDS UP.  
THE GOBLIN WEAVER ATTACKS YOU BUT YOU ROLL AWAY!  
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!

"No! No, wait, Just... aargh! STOP THAT!"

THE MERCHANT RUSHES BY YOU!  
THE GOBLIN WEAVER ATTACKS YOU BUT YOU JUMP AWAY!  
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!  
THE GOBLIN WEAVER CHARGES AT YOU!  
THE GOBLIN WEAVER ATTACKS YOU BUT YOU JUMP AWAY!  
THE MERCHANT PUNCHES YOU IN THE LEFT UPPER ARM FROM THE SIDE  
RIGHT HAND, BRUISING THE MUSCLE THROUGH THE COPPER MAIL SHIRT  
THE GOBLIN WEAVER PUNCHES YOU IN THE LOWER BODY FROM BEHIND  
RIGHT HAND, BRUISING THE FAT THROUGH THE +-IRON CHAIN LEGGING  
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!  
THE GOBLIN WEAVER SCRATCHES YOU IN THE HEAD FROM BEHIND, BUT  
IS DEFLECTED BY YOUR IRON MASK!  
THE MERCHANT ATTACKS YOU BUT YOU JUMP AWAY!  
THE GOBLIN SURGEON STANDS UP.  
THE GOBLIN WEAVER MISSES YOU!  
THE MERCHANT STRIKES AT YOU BUT THE SHOT IS BLOCKED!

"AARGH!! STOP IT!!"



## Lawyers and the Underworld



As I resumed my solitary journey northward, I made up my mind to be a little more circumspect the next time I came to a hamlet - unless I saw that there were no more goblins around, I would not reveal my presence again.

It's been... several days, I guess, since I last had anything to write in here. I found someone's leg in my backpack today. It's old and well preserved and bore a little tag on a string tied to one toe:

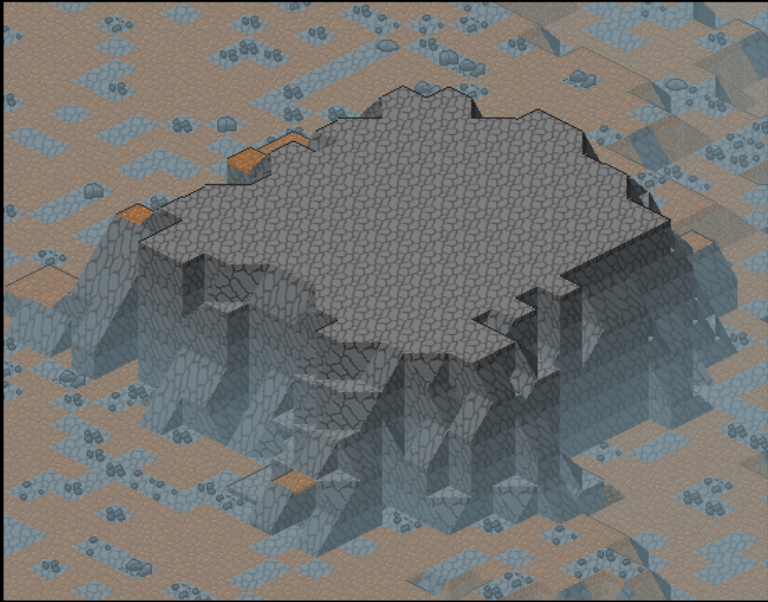
"If found, please return to Nil Adilducim of Omon Woge".

I've made a freind, a strange little weasel with a ruff of fur around its neck like fancy collar has been tailing me for the past few days. I've named him "Rikkitikkitavi" - he's eaten all the supplies I no longer seem to need. Funny little fellow.



I tracked a pack of coyotes up into the mountains today - they're no gelf-dogs, though. I swatted a couple and they both died on the first go - no auto-return feature? Pitiful.

Anyway, it was getting toward nightfall when I discovered a neat little stone mound with a tunnel leading into it. I'm going to go explore inside, but I'll be sure to put what I found in here later.

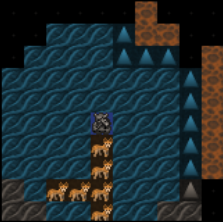


Seven days, it has been, since last I recorded something in this journal, seven days and eight nights, I've been carefully journeying northward. I've discovered something about myself - I never grow tired, nor hungry, nor thirsty. I am muscle and bone and sinew, but my vision clouds with foul vapours every so often and when my head clears, I find myself walking northward once more, but with fresh blood on my hammer.

Today I found myself sitting under a river, idly smacking a fish in the side with my hammer. It'd swim up and take a nip, and I'd casually smack it with the hammer, then after a bit it would come at me again and I'd smack it again. After awhile, it started to want to be petted instead of smacked so I named it "Smitty" and walked upstream for awhile. Under the water. Who needs the dreams of sleep when wakin life is already so strange?

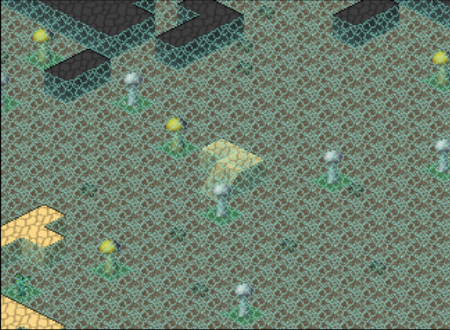
A pack of wild dogs attacked me today. I was surprised that the hammer swung so easily. I was actually having a rather good time swinging it low with an underhanded swing and making them fly away with this odd "gelf!" "gelf!" sound. I started counting how many I could get to fly through the air at the same time, Calling out the numbers to the otherwise still wilderness: One! Twooo! Th-ree! Forrrre!... Eventually they scattered, with only one of them dying (Poor thing landed on its head.) It was a fun way to pass the afternoon in all this emptiness.

It's later this evening and I've been attacked by more wild dogs (I'm calling them "Gelf-dogs" from the sounds they make.) Let's see how many I can get airbourne at the same time again... One! Two! Three! Fo-ore! Looks like four's my limit so far. Ah well - maybe I'll go for distance next...



I soon tired of launching these eager Gelf-dogs, so I turned and run north with them barking and snapping at my heels in joy. Every once in awhile, I'd zig or zag, catch one of these dogs about the middle and sling them off to the side. Head over tail they tumble, but the pack just keeps on coming - the moon came up and we all howled at it, even me. It was exhilarating! Finally, a few hours after dawn, the dogs fell away from the chase and I bid them farewell as I greeted the day. What a night!

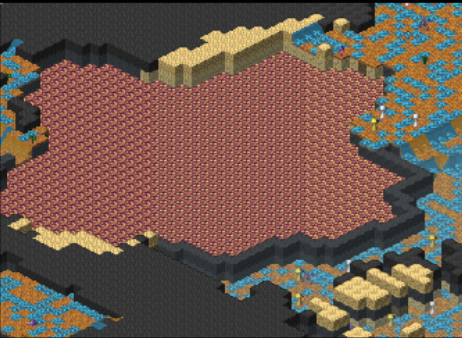
It's a natural cave system that a few kobolds were using, (one called itself a "Lawyer", bunch a thieves), as well as a couple trolls. I took care of the trolls and unfortunately, that little lawyer tried to steal my hammer while it was still in motion. His cases are all closed now. What I found at the bottom was a vast underworld sea! I think I'll go exploring!



Beautiful...  
I think I'll call it "Tubeumbra" for its glow.

YOU HAVE DISCOVERED AN EXPANSIVE CAVERN DEEP UNDERGROUND.

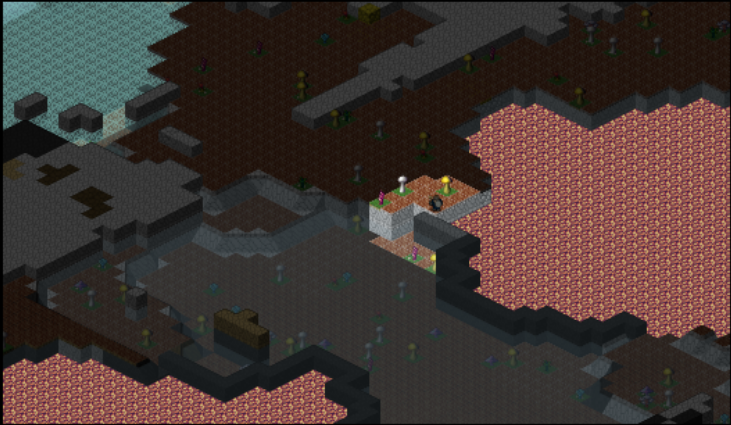
YOU HAVE DISCOVERED A MAGMA POOL.



## Kuchulain meets "Saskia the Survivor"



Ever northward I am drawn - through caverns seemingly empty of mobile life except for the occasional giant mole. I've swum these underground seas when I must, but have preferred to stay on land where I've left a trail of campfires to mark my passage north - no sense in getting lost down here if my way north is irrevocably blocked. I'm not sure how long I've been wandering, but I've yet to need to eat, drink or sleep, so perhaps it hasn't been all that long.



By my Dwarven reckoning, these lovely twin pools should be below the Uma Lago mountains. If ever another Dwarf reads these pages, they'll want to know about this pair of lovelies, I'm going to call them "The Twins".

I head northward still, oh Journal. Whatever drew me easterly has me no longer and northward I travel once again.

I slew all of the serpent-person tribe. All, that is, except for one, whom I merely left heaving for breath amongst the bodies of her slain kin. One to tell the tale to her young: don't mess with dwarves, they will **SLAUGHTER YOUR FAMILY!**  
MWAHAHAHAHAHA...

(Where did that come from?). Anyway, I dubbed her "Saskia" after a kitten I once knew and moved on north once more.

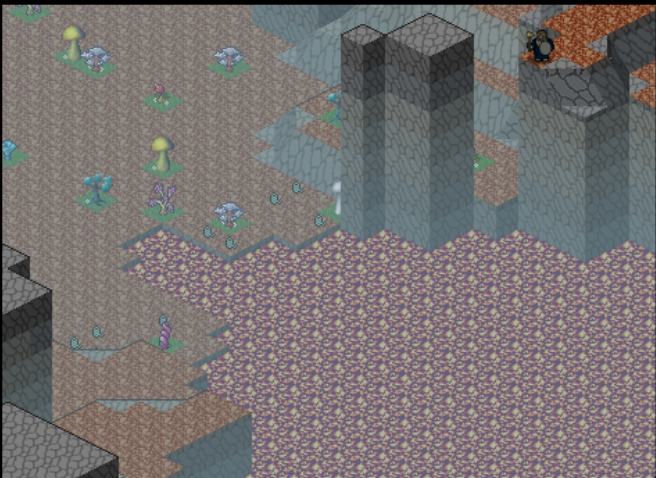


I've jouneyed still farther north, and once more I've come across a vibrant pool of Armok's Blood. This one has layers of cobalt blue stone surrounding it, so I shall name it, "The pool of blue and fire". Ah, how wonderful it is to journey beneath the surface world, as dwarves should, away from the harsh sun and (most) Traveller's hazards. I am curious, however, what it is that draws me so strongly northwards...



...I have no idea how long I've swum then climbed these sunless shores, but my drive to continue northward has led me down to a nother whole system of caverns, I accessed them from a downward passage through the living rock, then was drawn northeast and now just east. I found another beautiful vista, that I really had to sketch - the comforting red light from below illuminates this entire section of the caverns.

I think I'll call this one, "The Pool of Cremation" for I could certainly see this serving a grand Mountain Hall.

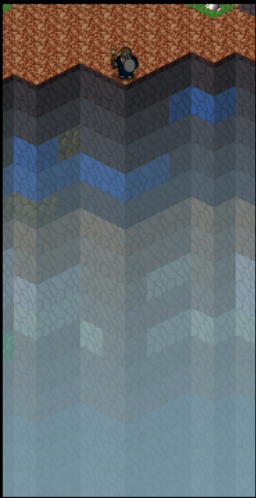


I've travelled north for a bit more, but something exciting happened! I was attacked by snakemen! By my Dwarven estimation, I was in the caverns right around here:

I was hiking across another expanse of empty, slightly damp cavern when "Whoosh!" a poisoned blowgun dart flashed past my ear! Suddenly, two creatures who looked like snakes, but with arms, attacked from the cover of a down-slope in the floor and I was was twisting and dodging strikes from their spears and as the darts pinged off my armor and shield like some form of horizontal rain! "There has to be more than two around here.", thought I, "I'll hammer these two and see if I can find a hiding place from which to observe the rest!



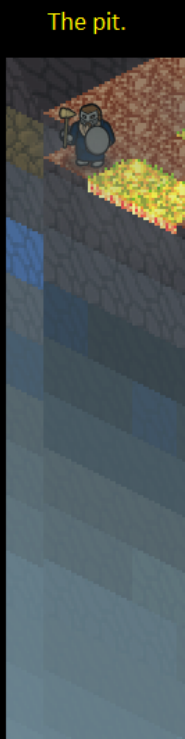
## Kuchulain and the pit



As I made my meandering way northward, I chanced across this chasm. After dropping a pebble, I finally heard it clatter to the ground after a count of twenty!!! The sheer face is banded with all manner of minerals - enough to make any dwarf's heart glad. I've never seen anything like it in all my days - the sheer walls of the city we built for the goblins were at most a count of eight from top to bottom. Twenty! It boggles the mind!



Somehow, I've become trapped in a circle unpenetrable by land or sea, I've circled around marking each shore with a campfire to be certain and explored each downslope beneath the waters. Three times I've done this, coming upon the muddy ashes of my campfires three times in turn, adding additional campfire markers to each, just to make certain. I'm certain now - the pit is marked thrice as well: I am trapped. I will attempt to cross directly across from the northern edge to the southern, to see if some center passage will lead me away from this lobe of caverns before I consign myself to a final, desperate attempt:



This may be the last entry I make, in you, oh salty journal. I will see how tough I really am: will a twenty count fall be enough to destroy what I have become? We will see, won't we. First, however, I shall take a self assessment, for I feel much changed from the strictly average dwarf who began this journey some time ago...

Kuchulain Lancedsound the Helmed Crescent of Waxes  
WANDERING FOUL SMOKE THRALL

He has incredible muscles over a small build. His hair is wavy. His very long sideburns are neatly combed. His very long moustache is arranged in double braids. His very long beard is braided. His short hair is neatly combed. His slightly wide-set silver eyes have very large irises. His nose is hooked. His teeth are crowded. His extremely narrow ears have large hanging lobes. He has an angular chin. His dark brown skin is slightly wrinkled. His hair is tan with a touch of gray.

SUPERIOR STRENGTH  
SUPERDWARVEN AGILITY  
SUPERDWARVEN TOUGHNESS  
SUPERIOR ENDURANCE  
AVERAGE RECOVERY  
AVERAGE DISEASE RESISTANCE  
AVERAGE ANALYTICAL ABILITY  
HIGH FOCUS  
SUPERIOR WILLPOWER  
AVERAGE CREATIVITY  
ABOVE AVERAGE INTUITION  
AVERAGE PATIENCE  
AVERAGE MEMORY  
AVERAGE LINGUISTIC ABILITY  
SUPERDWARVEN SPATIAL SENSE  
AVERAGE MUSICALITY  
SUPERIOR KINESTHETIC SENSE  
AVERAGE EMPATHY  
AVERAGE SOCIAL AWARENESS

- \*6 PROFICIENT
- \*2 NOVICE
- \*14 HIGH MASTER
- \*15+ LEGENDARY
- \*15+ LEGENDARY
- \*5 SKILLED
- \*15+ LEGENDARY
- \*3 ADEQUATE
- \*1 DABBING
- \*1 DABBING
- \*1 DABBING
- \*15+ LEGENDARY
- \*1 DABBING

HAMMERDWARF  
SHIELD USER  
ARMOR USER  
HUNTER  
SWIMMER  
OBSERVER  
FIGHTER  
WRESTLER  
BITER  
STRIKER  
KICKER  
DODGER  
ATHLETE

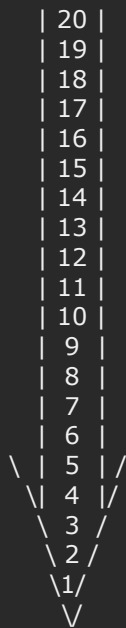
Yes... I am much changed from the person who began this journey, from the slave who snuck away from the goblin city. I will leap from this edge soon enough, but I will sleep first by they may be my last.

Upon waking next to the ashey embers, three names remain, dredged from my fragmented dreams:

The goblin named Vucar Planewheels, the one in the cave I laid next to the dwarf  
Someone named Ustuth Craftclinchs  
Something named Keth Growthbuds, the Autumnal Harvester of Zeniths

As I gaze at the drop, I am gladdened, one way or the other, I shall become closer to Armok.

## No more procrastination.



Spoiler (click to show/hide)

YOU SLAM INTO AN OBSTACLE!  
IT' YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR ++IRON  
CHAIN LEGGINGS++ +!  
IT' YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR ++COPPER  
MAIL SHIRT!  
YOUR RIGHT HAND TAKES THE FULL FORCE OF THE IMPACT, SHATTERING THE BONE  
THROUGH THE ++IRON RIGHT GAUNTLET++ +!  
IT' YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR ++IRON  
CHAIN LEGGINGS++ +!  
YOUR RIGHT LOWER ARM TAKES THE FULL FORCE OF THE IMPACT, SHATTERING THE  
BONE THROUGH THE ++IRON RIGHT GAUNTLET++ +!  
YOUR HEAD TAKES THE FULL FORCE OF THE IMPACT, BRUISING THE MUSCLE,  
JAMMING THE SKULL THROUGH THE BRAIN AND TEARING APART THE BRAIN!  
IT' YOU IN THE UPPER BODY, BUT THE ATTACK IS DEFLECTED BY YOUR ++IRON  
CHAIN LEGGINGS++ +!  
YOU LOSE HOLD OF THE ++IRON SHIELD++.



It seems that I've survived, but my shield hand is useless and my head has shattered like an eggshell. My... brains I think, are leaking from my head like wax from a lighted candle - I keep pushing them back in, but the cracks in my head are so many and my memories are all a jumble. I... I've begin wondering if I should just let them dribble out like sand - my memories... NO! I shall keep them for later here in my little gab...bag. My bag...

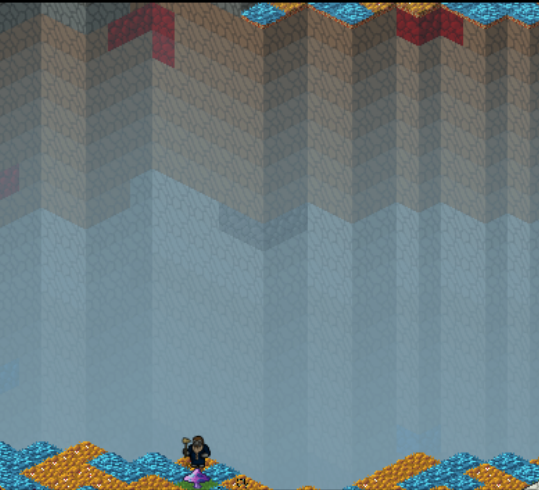
I can stand, though I've no idea how long I've lain here,  
senseless, dribbling my memories into the mud.  
North - I must go North.

I go.

## Kuchulain's Folly...



Through empty caverns and ones filled with moss, trees and old webs, I continue travelling north. It seems that as I go, I am descending more down than up, deeper and deeper still into the bones of the world. Yet, coming upon this great pit, I see that the world descends quite a bit more still. I continue northward.



Not much farther northward, I chance upon yet another pool of Armok's blood - my puny fires are no match for his, but both light my journey with a string of fire. Armok smiles upon me, this day. I thank him for the gift of His bloodlight.

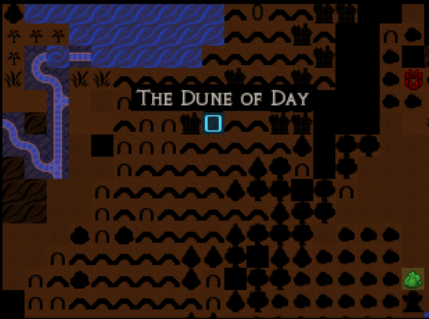
According to my Dwarven reckoning, the pit lies below the Hills of Murdering. I wonder what the story is behind that name?



It's been awhile now, since I've slept, so I lay myself next to a stunning precipice and drifted into a dreamless slumber. You can imagine how startled I was when I awoke fully healed! Well, almost. I'm still missing some of my memories - or rather, my skull is whole, but some of my brains are here in my backpack. It's a bit perplexing. I think I'll just call these my "external memory" until I can find a way to get them back into my head where they belong.

With the realization that just one sleep will make me whole, I've resorted to just leaping from each precipice that blocks my passage north, bounding here and there and everywhere, sleeping when I must, but making excellent progress nonetheless.

Well, I was...



By my reckoning, I'm somewhere below The Dune of Day.



Now, however, I find myself in a pit with no natural ramp leading back up out of this dead end. I shall have to sit and have a good think about how to get out of this situation...

[Spoiler](#) (click to show/hide)

For all we know, he sits there still...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 04, 2014, 11:16:07 pm**

D: Tragedy!

Trapped in a pit? Really? You couldn't put off getting stuck in a hole until the next release so you could just climb back out? :P

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 04, 2014, 11:41:19 pm**

Look at legends mode for a surprise...

Actually, hold on while I go find the correct save file - I zipped the wrong one.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 05, 2014, 01:17:01 am**

Trapped alone in the deep Kuchelain will be erased from the memory of the world. Through the ages the loneliness and the foul smoke curse will consume his sanity, until finally erosion wears down the walls that hold him captive. Then the forgotten beast will emerge from his dark prison, screaming and raging, frantically searching for the surface...

THE FORGOTTEN BEAST KUCHELAIN HAS COME!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 05, 2014, 07:35:36 am**

[Quote from: Bralbaard on March 05, 2014, 01:17:01 am](#)

Trapped alone in the deep Kuchelain will be erased from the memory of the world. Through the ages the loneliness and the foul smoke curse will consume his sanity, until finally erosion wears down the walls that hold him captive. Then the forgotten beast will emerge from his dark prison, screaming and raging, frantically searching for the surface...

THE FORGOTTEN BEAST KUCHELAIN HAS COME!

Actually, that works:

The Forgotten Beast, Kuchulain has come!  
A Wandering Foul Smoke Fiend resembling a midget dwarf.  
It keeps half its brain in a leather pack and moves with absolute determination.

Beware its murderous brass hammer!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 05, 2014, 09:27:31 am**

Nice! I'd fight that. ( Lose probably, but oh well. )

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **PlayingGood** on **March 05, 2014, 02:14:03 pm**

Imao, love the external memory bit.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 05, 2014, 02:55:26 pm**

Save file: [http://www.mediafire.com/download/jndpbo7nhljs7c1/Museum\\_game-1173-1174.zip](http://www.mediafire.com/download/jndpbo7nhljs7c1/Museum_game-1173-1174.zip)  
([http://www.mediafire.com/download/jndpbo7nhljs7c1/Museum\\_game-1173-1174.zip](http://www.mediafire.com/download/jndpbo7nhljs7c1/Museum_game-1173-1174.zip))

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 05, 2014, 02:58:59 pm**

Wow, the save is over 200 MB now.. I'll send TheDwarfyone (yes I misspelled that) a PM.

Edit: Also.. three (or five, depending on how you count) new fortresses? I've got some map updating to do..

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **March 05, 2014, 03:42:13 pm**

Dear goodness, that's a big save.

Anyway, downloading now.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 05, 2014, 03:55:40 pm**

Allright, regarding the new fortress situation, this is what I can find:

"The prairy of combinations" this is actually two fortresses with the same name, close together  
"Twilightknife" another fortress  
"Fiendsearch/Bodicerhymed" This is actually two fortresses on top of eachother, on top of a city. The game crashes when I try to load the area.

I'll update the maps later.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **March 05, 2014, 06:33:33 pm**

Who made 5 new forts when nobody was looking? Don't break the world!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 05, 2014, 07:19:43 pm**

No, we must build ALL THE FORTS!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 05, 2014, 08:16:04 pm**

Fiendsearch and Bodicerhymed were both my attempts to find Kuchulain - he wasn't under the Dune of Day after all, so I have no idea where he's at. The two Prariecombined fortresses were the ones that got the nemesis error and that 5th one... Twilightknife? Was an accidental 3am embark with no tools - the site has all sorts of natural gold ore at the surface, so anyone who re-embarks there should definitely plan on early smelting.

I have a feeling that the lack of "quicktravel" on my adventurer's part, as well as the line (possibly hundreds strong) of camp-fires heading north may have contributed significantly to the memory bloat. Whichever, I didn't find any of those camp-fires in my search either. The fiend is still listed as "living", though, so I'm thinking he might come calling at some future fortress. Wouldn't that be cool?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 05, 2014, 08:37:14 pm**

Wait, why didn't you just force-quit DF instead of saving entirely new forts you weren't going to build on?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **square** on **March 05, 2014, 08:46:18 pm**

I have no idea how much longer this is going to last, but I'd like to be added to the list if that's cool

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 05, 2014, 08:58:34 pm**

Quote from: Eric Blank on March 05, 2014, 08:37:14 pm  
Wait, why didn't you just force-quit DF instead of saving entirely new forts you weren't going to build on?

The force-quit saved them anyway for some reason. I stupidly didn't save a copy of the original file before trying to force quit, because they usually don't save. I suppose you guys could skip Kuchu's contributions and use an earlier version of the save (when it was @160/170MB) - we could just assume that all of that happened in the lore...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **March 05, 2014, 09:37:09 pm**

Toady should use this succession game to stress test the new version of DF.

200 Mb is the compressed file. I imagine it's over 1.5GB now unpacked.

Are any of the forts TB added explorable? If they are all either failed embarks or crash the client perhaps we should revert to a previous save if TB doesn't have a copy if the save after he retired Kuchulain. Need an executive decision from Bralbaard before TD1 invests a lot of time in his turn...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 05, 2014, 09:41:55 pm**

None of the 5 are anything but wagons, with the prairie embarks being basic wagons + storage holes. You should be able to visit all except Bodicerelived, (that one is FPS death). I'd be sad if Kuchu suddenly didn't exist except as a burrow-tale told around the feasting table during sieges, but if it makes the game more playable, I won't make a fuss if it's decided to do that.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 06, 2014, 12:50:17 am**

Fiendsearch/bodicerhymed is the only one that crashes the game, I think because one of them is a 16x16 embark (my first thought of it being a double fortress on a city was wrong)  
I'll mark it on the map, I see no reason to abandon the save.

From what I've seen in previous saves new fortresses bloat the save by a lot, the size decreases once those places are visited.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **The Master** on **March 06, 2014, 08:35:41 am**

Sign me up for a turn! It should only take about 4 months or so to get to me!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 06, 2014, 09:39:14 am**

@TheMaster: Welcome aboard! The line starts here and stretches to Corneria.

Also, I agree with Timeless Bob. A lot of awesome things happened there. I didn't read them all, but the pictures were nice.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 06, 2014, 02:50:27 pm**

Quote from: Bralbaard on March 06, 2014, 12:50:17 am

Fiendsearch/bodicerhymed is the only one that crashes the game, I think because one of them is a 16x16 embark (my first thought of it being a double fortress on a city was wrong)  
I'll mark it on the map, I see no reason to abandon the save.

From what I've seen in previous saves new fortresses bloat the save by a lot, the size decreases once those places are visited.

It may not decrease, then, if nobody can visit it. That's unfortunate...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 06, 2014, 05:11:24 pm**

Suppose you visit it, but just skirt the edge for a step or two, then out again? While the empty badlands won't be available for an in depth search, the area is visited, loaded, unloaded and the file size shrunk anyway...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 06, 2014, 06:12:18 pm**

The problem is the game loads the entire site at once when talking about player fortresses, and since the site is so massive it will overload the game's allocated RAM.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 06, 2014, 06:26:09 pm**

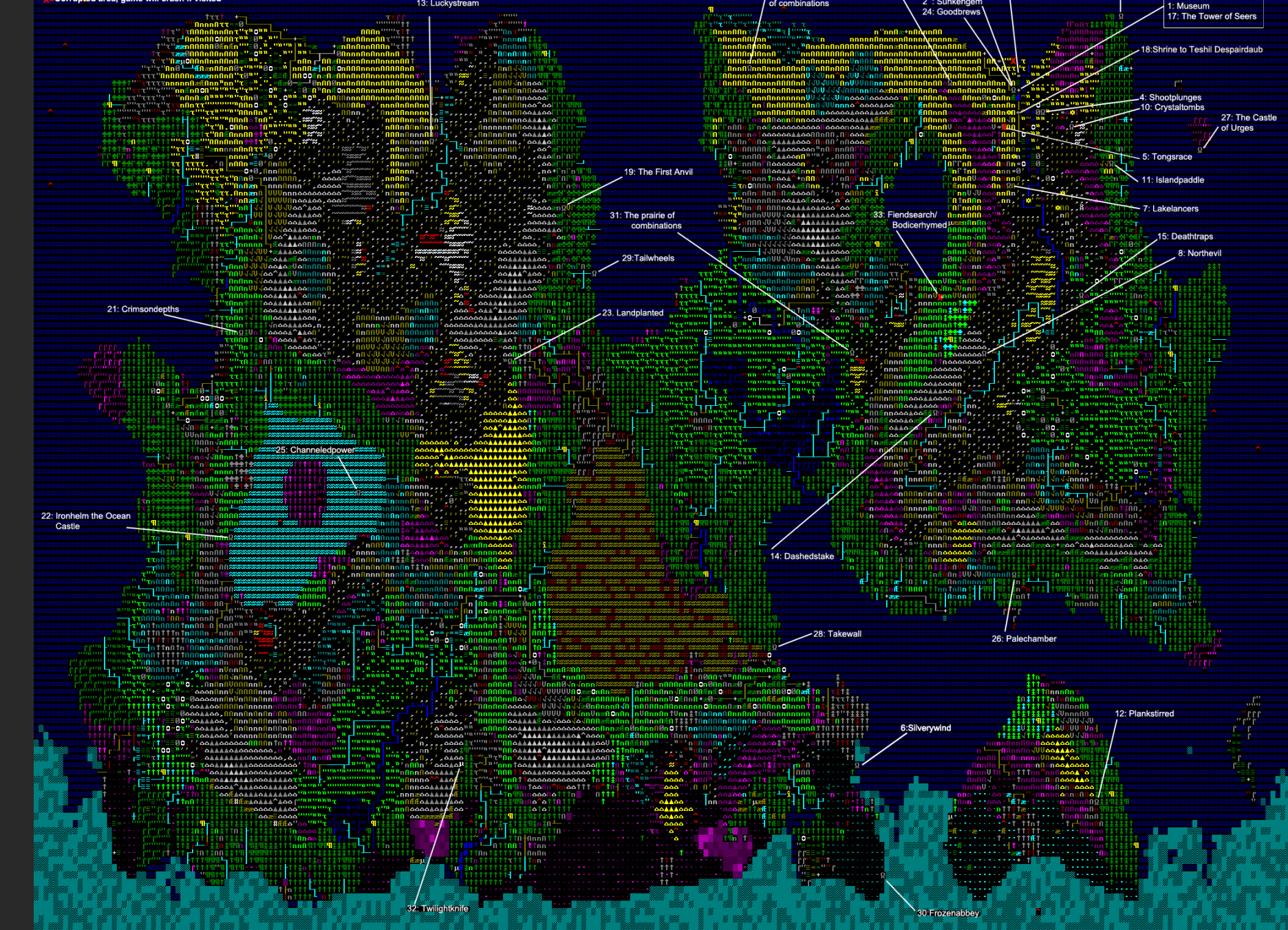
Ah. I was able to view the entire site on my laptop, even with Dfhack "reveal all" on without the game crashing, but didn't attempt to move anyone - all on pause.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 07, 2014, 03:42:03 am**

It crashes for me when I try to reclaim, even before I can pick my embark gear. I don't know if it will crash in adventure mode, but usually performance is a lot worse in adventure mode when compared to fortress mode. (compare reclaiming northevil to visiting it with an adventurer)

I've added Square and The Master to the turn list.  
The new map can be found here.  
Spoiler (click to show/hide)





Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 07, 2014, 08:59:59 am**

There isn't anyway to remove specific locales without messing up the Dwarfy Legends?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 07, 2014, 10:05:56 am**

I wouldn't be too worried about it. we know where the corrupted sites are and we can avoid them. There's no way to remove them, as far as I know.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 07, 2014, 10:08:55 am**

Mmhhmm. I'm gonna go ahead and play a non-canon turn, as I don't have patience for 9 turns of waiting.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 07, 2014, 10:12:03 am**

Also, Timeless Bob what did you use to gen those really nice iso images? Just stone-sense or what? ( I can't ever get stone-sense to work. ./ Dunno why. )

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Cynm** on **March 07, 2014, 11:08:25 am**

I could never get Stonesense to work standalone, but the version included with DF Hack worked fine for me. If you're not using DF Hack, try it, and if you are, try re-installing it.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 07, 2014, 11:33:27 am**

I have the DFHack that came with the Lazy Newb Pack and Stone-sense will start, display the logo, then display a blank blue screen with what looks like a crosshair of sorts. Then either freeze, crash, or just plain not do anything.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 07, 2014, 12:30:35 pm**

Always crashes for me, too. Not sure why; I haven't touched it since installing DFhack other than trying to run it. Does it need to be configured first?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 07, 2014, 02:23:37 pm**

I don't know. Someone find out and post links on how it works.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 07, 2014, 02:48:40 pm**

I'm on a laptop with Windows 8, and just used the latest Masterwork Mod to open the save file, (phoebus graphics pack). Since the world is already pre-genned, only the vanilla workshops are in the raws. So I just play limited to the vanilla palette of workshops and interactions.

Sometimes I use Stonesense, sometimes Isoworld, but always with the "print screen" applied to ms-paint, then edited and transferred to another ms-paint window with a black background. The writing is in MS-paint too, (which is why I just leave the typos if I don't catch them first - MS-paint just paints the letter symbols without any form of content editing after you've added it to an image. It's just an application of special lines and

curves to the picture.

Anyway, when satisfied, I just save the file as a .png file, upload it to my deviantart account and post that link here.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 07, 2014, 02:55:09 pm**

Ah. That explains why your pictures sometimes don't show up, my school's comp system filter dA. Not well, not consistently, but it's supposed to be blocked.

Any guesses why Stone-sense doesn't work with out computers?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 07, 2014, 03:07:04 pm**

problem with RAM or firewalls maybe.

Also, sometimes I need to hard-reboot to clear my cache, otherwise things get weird.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **March 08, 2014, 09:12:14 am**

I'm sad Kuchulain didn't make it to the Museum. I really wanted the boots with my face on them in the collection :P

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 08, 2014, 09:00:23 pm**

Quote from: kesperan on March 08, 2014, 09:12:14 am

I'm sad Kuchulain didn't make it to the Museum. I really wanted the boots with my face on them in the collection :P

Yeah, that was a bummer for me, too. It's why I was hoping to pinpoint where the "Littlest smoke thrall" was camping out - if I could delve a fortress stair down to where he was, at least his loot and corpse would be able to be recovered by some future adventurer. Alas, that attempt merely caused the entire area to be encased in an FPS stasis field. Fortunately, we know at least where he ISNT!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 09, 2014, 03:36:36 pm**

You know, if Kuchulain wasn't killed or stricken from the records when you quit the adventure, he's probably hanging out at some random lair or something around the world. That's what happens to mummies and other things that make a name for themselves and have no place to reside. Finding him through searching every single site in the world would be no easier than finding him in the caverns, though.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 09, 2014, 03:41:14 pm**

Oooooo... So he could still be a "secret surprise" to a future adventurer? That'd be cool

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **March 12, 2014, 06:24:42 am**

Any word from Thedwarfyone? That must have been a week by now...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **March 12, 2014, 12:59:10 pm**

Ah, sorry. Copious amounts of coursework. I'll post Friday, if no one minds?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 12, 2014, 01:48:33 pm**

Friday is fine, if you post the save you can post the stories later.

On that subject, Eric blank, have you been able to work on your story? We could send in our team of historians to try and compose a story from legends mode, but that probably won't do justice to combinelocks..

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 12, 2014, 03:36:01 pm**

I am going to have to wait a while before I can write up my story. I have no idea how long "a while" will be, so if anyone else wants to write a historical biography that'd probably be the most entertaining option.

Sorry about that. >\_>

My visit to Combinelocks wasn't all that interesting, though, because I immediately solved the puzzle, ran in, looked around, jumped down a ledge because I was curious and paranoid of magma flooding and I wanted to check for possible threats, then realized the door locked behind me and I couldn't get it open again and was locked out. No idea whether the mechanism was only supposed to function once or what... Didn't even think to grab any loot while I was in the vault, although there was certainly some neat stuff inside. Nothing so amusing outside.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **evictedSaint** on **March 12, 2014, 06:59:10 pm**

Quote from: Eric Blank on March 12, 2014, 03:36:01 pm

I am going to have to wait a while before I can write up my story. I have no idea how long "a while" will be, so if anyone else wants to write a historical biography that'd probably be the most entertaining option.

Sorry about that. >\_>

My visit to Combinelocks wasn't all that interesting, though, because I immediately solved the puzzle, ran in, looked around, jumped down a ledge because I was curious and paranoid of magma flooding and I wanted to check for possible threats, then realized the door locked behind me and I couldn't get it open again and was locked out. No idea whether the mechanism was only supposed to function once or what... Didn't even think to grab any loot while I was in the vault, although there was certainly some neat stuff inside. Nothing so amusing outside.

It was designed to lock you *inside* the vault...you would have either had to figure out the secret exit or give up. :c

Man, 6 months of waiting just to hear my fort sucked...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 12, 2014, 09:53:38 pm**



Well, the secret exit wasn't secret enough. :P

No way to get back in there, now? That's a real bummer...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 13, 2014, 01:51:26 am**

Is the secret exit also a secret entrance, perhaps? A door that only can be seen in the last light of Durin's day, for instance?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 13, 2014, 03:00:55 pm**

Sadly, no, because the secret exit involves jumping off a short ledge. There's no way to get back up in there if you can't fly.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 13, 2014, 03:22:15 pm**

Note to future architects: secret doors and hidden "reset" pressure plate switches are a good idea.

I wonder if the DFHack guys could mock up a portable item called a "ladder" or even a "rope and hook" that can be used to go up or down a z-level in adventure mode? That sure would be useful. I really could have used it for my adventurer too. The Museum would have a pair of quite famous boots in its collection otherwise.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **March 13, 2014, 03:53:04 pm**

Put me back on the list. I have an idea.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kibaseviltwin** on **March 13, 2014, 07:04:04 pm**

can i be taken off the list please thank you.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 14, 2014, 08:15:01 am**

Quote from: Eric Blank on March 12, 2014, 03:36:01 pm

I am going to have to wait a while before I can write up my story. I have no idea how long "a while" will be, so if anyone else wants to write a historical biography that'd probably be the most entertaining option.

Since Eric has no time, we'll have another activity for the historians guild!  
A similar thing was done for Hostergaards turn

Spoiler (click to show/hide)  
40: Hostergaard (finished) link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4348274#msg4348274>) Analysis by historians: 1, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4439569#msg4439569>) 2, (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4469618#msg4469618>) 3.. (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4480956#msg4480956>)

Everybody who wants can dive into legends mode, to write your version of the story of Eric's adventurer. We might end up with many conflicting versions, but that would be part of the fun. When Eric has time to write the official version we'll see how accurate our predictions have been :-).

- rules:
- 1) This is only about telling the history of Eric's adventures, so don't dash of on your own adventures, and post about those, you'll have to wait for your own turn to do that. (you can however search through the museums stacks to see if anything was deposited there, if needed) Try to restrict yourself to legends mode for as much as possible.
  - 2) Everybody can join, you don't have to be on the turn list.
  - 3) No uploading of save games, this will run simultaneously with the main game.

Please note that Eric has already written down one entry of the story: link (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5000515#msg5000515>)

I'm curious as to what the historians guild can come up with this time...

I've also updated the turn list.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 15, 2014, 04:07:14 pm**

Any news on your turn Th4DwArFY1?

Can you try to upload the save game? there are a lot of people waiting for a turn.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArFY1** on **March 15, 2014, 05:00:27 pm**

Errr DFFD won't let me upload it?

I think the best thing to do would be to disregard my turn. I have a write up, but little point in giving it-Essentially, I went around, got a few jobs, killed some people. Then killed some peasants.

Sorry for the wait in what was essentially nothing :/

At least my fort was rubbish. Aquifer beat it.

Again, really sorry.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 15, 2014, 05:09:40 pm**

That's ok. Why don't you upload it to Mediafire if DFFD won't take it?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 16, 2014, 03:50:48 am**

Quote from: CaptainMcClellan on March 15, 2014, 05:09:40 pm

That's ok. Why don't you upload it to Mediafire if DFFD won't take it?

As a disclaimer, my save was at 160Mb when in zipped format - DFFD stores games only up to 100Mb, sothat's closed to us from now on.



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 17, 2014, 01:28:16 am**

Quote from: Th4DwArfY1 on March 15, 2014, 05:00:27 pm

Errr DFFD won't let me upload it?

I think the best thing to do would be to disregard my turn. I have a write up, but little point in giving it-Essentially, I went around, got a few jobs, killed some people. Then killed some peasants.  
O  
Sorry for the wait in what was essentially nothing :/

At least my fort was rubbish. Aquifer beat it.

Again, really sorry.

Could you try to upload it to mediafire? That site is better (faster) than dffd even for small sites. It would be a shame to throw away the progress, and the fortress even if it's small.

Also, I'm looking forward to hearing that story.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **March 17, 2014, 08:11:11 am**

I routinely delete finished succession games from my save file :(

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 17, 2014, 01:53:01 pm**

How could you delete something mid-conversation? D:

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 17, 2014, 02:10:07 pm**

-snark removal-

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **March 17, 2014, 02:23:04 pm**

-This post did not happen-

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 17, 2014, 02:28:09 pm**

redacted

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 17, 2014, 03:14:59 pm**

Quote from: Th4DwArfY1 on March 17, 2014, 08:11:11 am

I routinely delete finished succession games from my save file :(

That's unfortunate. I guess it's not in the recycle bin either?  
I'll let atomic chicken know it's his turn.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **March 20, 2014, 08:56:18 am**

Is Atomic Chicken on his turn? (using the last save from before Th3DwArfy1's game)

It seems like ages since Timeless Bob's turn, we don't have a full story from Eric Blank and we lost a whole week with nothing to show for it.

Lets get this show back on the road. I want to see more exhibits in the Museum!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Atomic Chicken** on **March 20, 2014, 10:36:20 am**

Yes, I have downloaded the save and begun playing. Will probably post story at the end of my turn however.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Atomic Chicken** on **March 26, 2014, 12:29:29 pm**

Alright, I've finished my turn. Do I still have time for a fortress? Will be uploading save the save soon either way.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 26, 2014, 02:04:25 pm**

So, you can play a fortress *and* adventure mode?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **March 26, 2014, 03:23:26 pm**

Quote from: CaptainMcClellan on March 26, 2014, 02:04:25 pm

So, you can play a fortress *and* adventure mode?

Adventurer primary, then followed by a fortress for others to explore if you have time.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **March 26, 2014, 03:25:39 pm**

M'k. That sounds pretty fun. You have a single week to play this, yes?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **March 26, 2014, 06:37:05 pm**

Indeed, that is the decree of the bralbaard.





Kicking open the door, Thone is greeted immediately by a goblin lying sprawled across the floor, dead. The corpse is still fresh, the clothes showing only minor signs of wear. Cold fingers are wrapped tightly around the hilt of an iron dagger. Was this a petty thief, perhaps, caught in the act? Thone’s eyes sweep swiftly across the room, passing over the blood-splattered walls and narrowing as they reach the corner. No, the goblin was no thief. For there, hidden within the shadows, stands a man, tall and grim, adorned with grotesque jewelry carved from bones.

The target.

The spinning large iron dagger strikes The Human Miner vampire in the head from the side, bruising the muscle, jamming the skull through the brain and tearing the brain!

Corud Pobenod, Human Miner vampire has been shot and killed.

Pulling the goblin's dagger from the head of the murdered, Thone turns and walks back into the night.

Edit: Continues here (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5299330#msg5299330>).

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **March 29, 2014, 12:18:07 pm**

Sweet! A dagger wielding Elven assassin! I am guessing he is taking up Thel Indigozephyrs' mantle as Vampire Hunter!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **March 29, 2014, 12:54:45 pm**

Nice writing! Good idea, too. Wonder how his tree hugging nature will mix with his murdering ways :P

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **March 31, 2014, 01:46:01 pm**

Quote from: Atomic Chicken on March 28, 2014, 06:21:42 am  
Oh yeah, could you add me to the list again Bralbaard?

I've updated the list.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **StrangeMood** on **April 01, 2014, 02:15:37 pm**

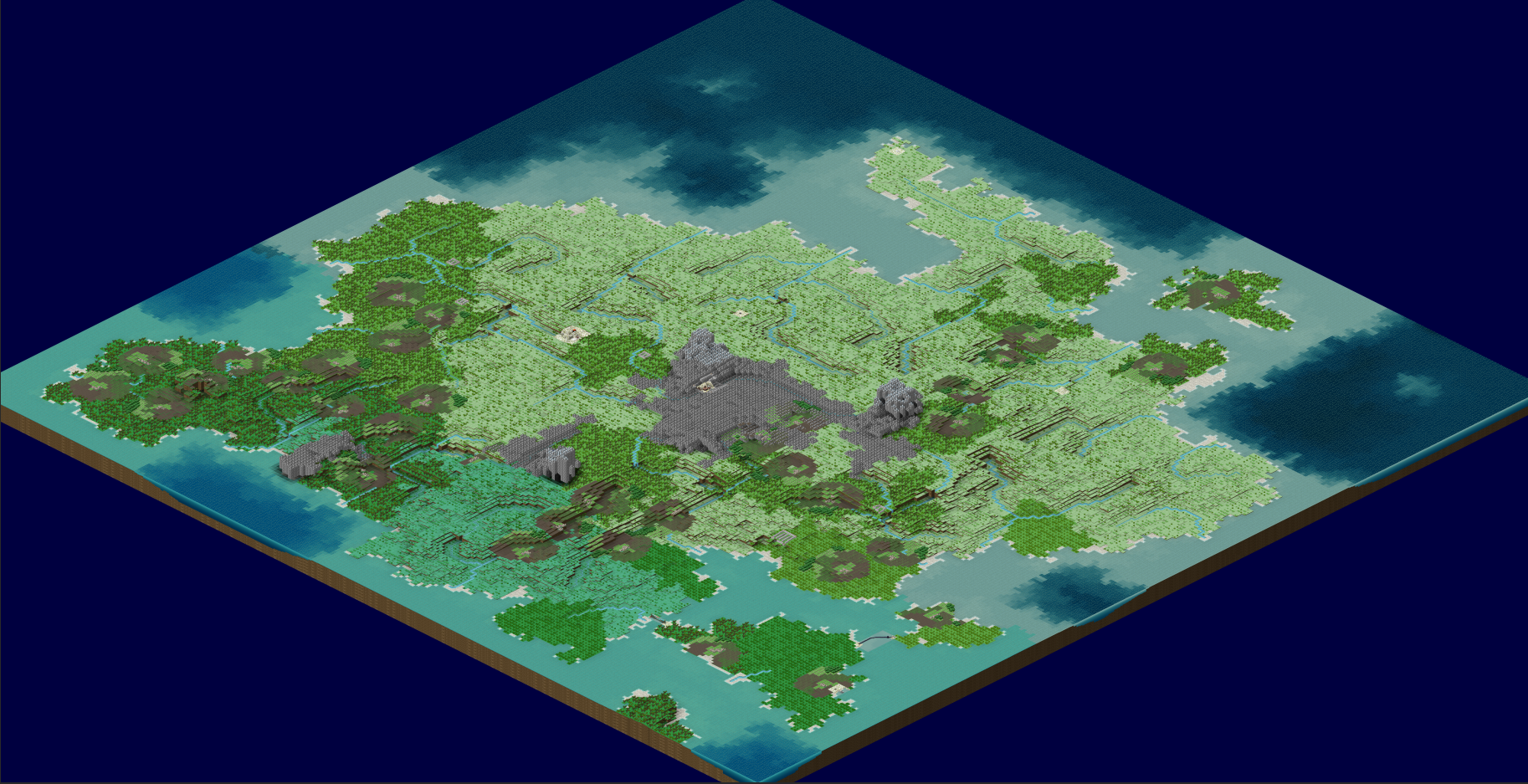
Just read up on this. So much awesome stories! :) I'll start my adventure tomorrow, hopefully it will be awesome as well.

Something else: would this be possible with our world? <http://www.bay12forums.com/smf/index.php?topic=70700.0>

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **April 01, 2014, 02:40:45 pm**

Quote from: StrangeMood on April 01, 2014, 02:15:37 pm  
Just read up on this. So much awesome stories! :) I'll start my adventure tomorrow, hopefully it will be awesome as well.  
Something else: would this be possible with our world? <http://www.bay12forums.com/smf/index.php?topic=70700.0>

Not only possible, but something I do already. Didn't you look at the isoworld maps of Dinnerwandered I've contributed? To get the entire world, however, we'd have to make an atlas of linked images because otherwise the image would be WAY too big. As an example, here is a map I put together of a 17 x 17 "Pocket Island" world. Warning, it's REALLY BIG  
[Spoiler](#) (click to show/hide)



Anyway, that's 17 x 17 map squares in Isoworld. Now look at the world we're using and ask yourself, how big would THAT map be?



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **StrangeMood** on **April 01, 2014, 03:33:03 pm**

Quote from: Timeless Bob on April 01, 2014, 02:40:45 pm  
Didn't you look at the isoworld maps of Dinnerwandered I've contributed? To get the entire world, however, we'd have to make an atlas of linked images because otherwise the image would be WAY too big. (...)

Yes I saw that, I did not know getting the whole world would be such a large file. Too bad...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **April 01, 2014, 03:38:41 pm**

What would be cool is if we could get a number of images and tile them together like a mosaic. Google maps does pretty much exactly this - it loads surrounding map tiles as you scroll, unloading the others that you're scrolling away from. What would be pretty cool is if we could get these images into a vector format, so that we could "zoom out" to either see the entire map in a go or "zoom in" to see fine details.

It's not impossible, just not something anyone's done yet, that I'm aware of.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **StrangeMood** on **April 02, 2014, 06:53:24 am**

= = = **The story of the curious crabspiker** = = =

*"Papa! I want to go out and be an adventurer!"*

The old man sighed, and wearily put down his mug of ale. *"No you won't, have you not heard the tale of the curious spiker?"*

The child, always in for a good story, nodded and sat down on the ground, nibbling on a roasted crab leg.

*"Crabspikers" began the old man "who live in the Nations of Wiping, have a boring but stable life. Every day, they venture out from their humble homes to the Ashen Ocean. Running through the splashing waves, they search for unwary crabs to pin on their spikes. When the day is done, they bring their meats to market in town. One of these spikers was called Strangemood Wayroot. One day Strangemood decided simplicity was not for him, he wanted to become a hero."*

*"Awesome!" cheered the child, eager for a tale of heroism. "So what did he do?" "Well, he went off and started an adventure of course! After stocking up on crab meat, he traveled east; where rumors told of a great museum. After a short while he came upon a series of great rectangular tombs: silent and imposing. The doors were locked, but easily bashed in. Strangemood entered the tomb, unaware of the danger that resided there."*

The old man took another sip of his drink, and shifted in his chair. The room seemed colder somehow, and eerily silent. *"In the cold, windy tomb he saw four pillars, surrounding a slab covered in strange runes."* "Awesome!" uttered the child, entranced in the story. *"So, what did he do? Read the slab, become immortal and cleanse the world of evil?! That's what heroes do, right? I want to be a hero papa!"*

With a slam the man's mug crashed into the wall, beer splashing on the floor, beer dripping from the window frame. *"No!"* the man yelled. *"I am tired of all this heroism you want! I don't want my child to go off like all these others, never to return! Do you want to know what happened to Strangemood, well, do you?!"* The child's enthusiasm had faded like snow before the sun as it cowered in a corned of the small room. Trying not to cry, it whispered: *"well, what... what happened?"*

*"Strangemood entered the next room, a room filled with skeletons. He should have ran while he could, but he was too curious. After taking only two steps, an awful mummy stood in front of him. '**I am Ur Peekedhelped, prepare to die!**', and so he did. Within seconds the room was filled with skeletons, lurching at Strangemood's throat. In less than a minute, Strangemood had joined their ranks. And that, my son, is why you do not get to go out and have an adventure."*



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **April 02, 2014, 11:09:02 am**

Brief, brutal and very entertaining! Nice story Strangemood!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **StrangeMood** on **April 02, 2014, 11:46:32 am**

Quote from: kesperan on April 02, 2014, 11:09:02 am  
Brief, brutal and very entertaining! Nice story Strangemood!

It was much more brief than I intended ;) If there ever is an adventurer to avenge me, I would be much obliged!

I am unsure if I will have time to make a fort, but since I've got till at least Friday for my turn I'll hold off posting the save. Alternatively I will look into uncovering another poem, this time by poets from the Nations of Wiping.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **StrangeMood** on **April 04, 2014, 11:09:12 am**

Here is the save: <https://www.dropbox.com/s/cynf77pwsckr2oh/The%20Museum%20%2361.zip>

Please set me up for another turn :)

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **April 04, 2014, 01:08:19 pm**

I would also like another chance at this.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **April 04, 2014, 03:46:45 pm**

Eric, is there any chance you could finish your story? I've not had a lot of time to do a historical reconstruction and I think you visited a few sites.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **April 04, 2014, 11:42:21 pm**

I can try, I suppose, but no promises.

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Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **April 06, 2014, 03:12:55 pm**

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I'll add you to the list.  
Also, I'm downloading the save game for my own turn.

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Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kalsb** on **April 12, 2014, 03:59:34 pm**

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Wow, good think I checked today! I have a lot of catching up to do...

Oh man, this is great! This coincides with Spring break!

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Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **April 12, 2014, 06:04:16 pm**

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Whatever happened to the rest of Atomic Chicken's story? Did anything new get returned to the Museum?

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Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **April 13, 2014, 03:29:19 am**

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And slowly but surely, the world unravels a bit more, as entire histories are obscured before they can be known by ANYONE...

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Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **April 13, 2014, 11:52:49 am**

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I will pm atomic chicken after I post my own turn.. I think I don't have much right to speak as long as I haven't posted mine :).

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Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kalsb** on **April 13, 2014, 05:56:12 pm**

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I'm having a little bit of trouble with the save... I've extracted it to what I believe is the right directory but when I start the game it doesn't show up.  
My other two worlds show up just fine though...

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Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **April 13, 2014, 11:51:19 pm**

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Check to see if you've extracted it to Dwarf Fortress --> data --> save --> region1-glb... the next folder in should be "raw, followed by "art image", "region", "feature" and "unit" files. Sometimes my unzipper (7zip) will put the unzipped file into a folder of the same name, so that I have to move the actual save it to my desktop, delete the now-empty folder of the one that used to hold it, then move the save file back to the save folder. Otherwise, the save doesn't show up.

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **The Lupanian** on **April 14, 2014, 01:33:19 am**

---

I may or may not end up asking for a turn but I just wanted to say this thread is great so far!

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kalsb** on **April 14, 2014, 11:17:15 am**

---

Quote from: Timeless Bob on April 13, 2014, 11:51:19 pm

Check to see if you've extracted it to Dwarf Fortress --> data --> save --> region1-glb... the next folder in should be "raw, followed by "art image", "region", "feature" and "unit" files. Sometimes my unzipper (7zip) will put the unzipped file into a folder of the same name, so that I have to move the actual save it to my desktop, delete the now-empty folder of the one that used to hold it, then move the save file back to the save folder. Otherwise, the save doesn't show up.

---

The save folder is in the same place as my other saves and contains the same items/folder. Does it have to have a specific name?

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **April 14, 2014, 11:27:39 am**

---

The name of the folder doesnt matter at all; it just displays whatever the folder is named as the name of the save in the menu, and doesn't track it for any other purpose. Maybe one of the characters in the folder name is invalid for the menu so it can't display it, though? I can't think of any characters windows will let you use in a folder name which DF can't register...

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **April 14, 2014, 01:12:31 pm**

---

I often rename the save file so that I can differentiate it from the one I uploaded. (Saves me the embarrassment of accidentally re-uploading the file I downloaded rather than the new save.)

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **April 14, 2014, 02:04:00 pm**

---

Quote from: Kalsb on April 13, 2014, 05:56:12 pm

I'm having a little bit of trouble with the save... I've extracted it to what I believe is the right directory but when I start the game it doesn't show up. My other two worlds show up just fine though...

---

That is odd. I just downloaded my own save game to see where I messed up but it seems to be working properly for me. From the DF menu, have you chosen the "start playing" option?, since no adventurer or fortress is currently loaded you have to start a new game, "continue playing" will not work. The game should be called the museum #63  
If that doesn't work: what version of DF are you playing, something pre df 34.11?, in that case it might be uncompatible.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kalsb** on **April 14, 2014, 05:33:02 pm**

I've been using the most current version of Dwarf Fortress. There is no Start Playing option. I've had a go at this earlier but encountered no problems... I don't understand why I'm having problems now.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **April 14, 2014, 05:38:25 pm**

Quick idea: do a hard reboot to clear your cache - your computer may just need to do a fresh restart to get rid of weirdness.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kalsb** on **April 14, 2014, 10:26:21 pm**

Actually, I think the problem was that the save was missing some files or something. I re-extracted it and got it working. However, the game crashed while I was playing... Shame, I was forming a pretty good story. Oh well, I guess I can start again and hope for a similar start.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Atomic Chicken** on **April 15, 2014, 06:35:09 am**

Quote from: kesperan on April 12, 2014, 06:04:16 pm  
Whatever happened to the rest of Atomic Chicken's story? Did anythilng new get returned to the Museum?

Yeah, sorry about that. I got busy again and kind of forgot about it. I'll post it as soon as I find the time to write the rest.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kalsb** on **April 17, 2014, 01:49:27 pm**

Well, I finally got to play a game and all I can say is: Curse you, Bora Ragedance! Even in death, he still causes the demise of others... Anyway, here's my short story:

Blood... blood everywhere. The crimson river runs thick. It flows slowly towards a large bag. The is empty but around it is heads. They are mostly goblin heads with some deer and I think a wolf. They all stare at me and whisper my name, "Logemnal... Logemnal... Kalsb Logemnal!" But wait... My name isn't Kalsb... My name is Kel, Kel Logemnal... A steel clad dwarf awkwardly lumbers towards me. His eyes are blank, his limbs are rotting. He raises his sword and brings it down my-

Where... Where am I? Upon first glance, it looks like a market. However, there's no one here. I can see two churches, but they're also abandoned. The houses... abandoned and dilapidated. Perhaps there is someone at the keep? Surely I can find answers there!

I open the door.  
"Hello?"  
Empty. Looks like this place is empty too. It'd be best to do a through search. There's another door to my right, I guess that's where I'll start.  
I open the door.  
"He-..."  
There's a goblin. He does not look friendly...  
I backed out the doorway  
He advanced.  
I backed away  
He advanced.  
"Stay back!" I warned  
He advanced.  
"This will end very poorly for you..." I lunged.  
The battle was over fairly quickly. I cut off an arm, then a leg, and left him to die. I looked at the room he came from and saw it led to a dungeon.  
Perhaps that's where he came from.  
I hope he wasn't the only inhabitant of this town. I am so very lost. I guess I'll take the stairs and look up there. Nothing but statues and a bag.  
Maybe I should check the dungeon... I go down the stairs and open the hatch. I descend into darkness. I have a quick look around and find a room full of goblin corpses. Not a pleasant sight... I make my way up for fear of becoming lost down there. I guess there is no one left in this town, it's probably time I leave.  
I travel west. I thought it would be an unremarkable journey, I was wrong.

Walking through the forest can be quite dull when all the animals are hiding from you. However that soon changes when I realize there's some fast paced crunching heading towards me from the left.  
I hear a loud rasping, "Prepare to die!"  
I start to run in the opposite direction just as a large sasquatch burst out from the vegetation. Is that my attacker? Should I stop to find out? I hear the sasquatch cry out in pain. Perhaps I should go look? What if it's a gentle giant?  
I turn around and see a mummy assaulting the beast. It tries to cut it with a knife. I decide that the world would better if it were dead, for good. And charge at it. The sasquatch and I surround it. The beasts uses its massive size to keep the mummy down. Soon, we find ourselves fighting side by side. It tries to attack me, mistaking me for its aggressor, and knocks me down. The mummy takes this opportunity to stab it. The sasquatch is also on the ground, writhing in pain, but it is not my target. I attack at the mummy. I miss. It attacks me. It misses. It attacks again while I try to stand up. I block and cut off its arm, but I'm still on the ground. I try to stand again, and once more the mummy attacks me. I block again and cut off its other arm. While I may be on the ground, I'm pretty sure I'm winning! But alas, this fight was not meant to go in my favor. As the mummy tries to bite and kick me, I notice its recently dismembered arms crawling towards me.  
They surround me. The sasquatch tries to run but faints.  
I try my best, but I'm constantly bitten, scratched and kicked. One of the arms punched me so hard I think my heart stopped. I'm not sure how that's possible. I cut the hand off of it but it doesn't matter, they'll come back and the mummy has bitten into my vital organs and stomped me to death.

Logenmal... Logemnal... Doomed to paint the hours of time in blood for as long as it stands.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **April 17, 2014, 05:16:28 pm**

Yet another death to Bora Ragedance's mummy legion!

Theres a bag full of Bora-blood in the Museum if anyone fancies nomming it...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kalsb** on **April 17, 2014, 11:28:40 pm**

It's worse that I had the opportunity to run... That sasquatch was more than enough to keep the mummy distracted, all I had to do was keep moving, but I got too cocky...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **April 17, 2014, 11:50:31 pm**

More than Bora or any other monster in this game, the true bane of adventurers and dwarves alike: Hubris.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **April 18, 2014, 09:45:11 am**

Only the very strong can kill mummies - you have to be able to behead them to kill them.



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **April 18, 2014, 09:50:37 am**

Or those sufficiently sneaky.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **April 18, 2014, 10:35:06 am**

Quote from: Th4DwArfY1 on April 18, 2014, 09:50:37 am

Or those sufficiently sneaky.

It doesn't matter if you're sneaky if you aren't strong enough to land the killing blow.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **April 18, 2014, 11:25:25 am**

Sure it does. Just keep hacking. Even if it takes a year, you'll kill it. Alternatively, sneak and throwing works, too. This might get a lucky shot it and cripple it somewhat. And, if you have a good enough weapon, you'll eventually get a lucky shot in.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **April 18, 2014, 01:28:08 pm**

Ah, mummies. Never a good excuse not to have Fun with them!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Vitellus** on **April 21, 2014, 09:24:14 am**

If this is still active, I'd like to have a go at it

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **The Lupanian** on **April 21, 2014, 12:31:30 pm**

go ahead and sign me up. what's the worst that could happen... right?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Coolrune206** on **April 21, 2014, 08:28:56 pm**

I probably will be unable to do my turn on this thing. I might, but unlikely.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **April 22, 2014, 04:46:57 pm**

Hmmm I think we haven't got Kalsb's save yet. Could you upload it Kalsb?

I've updated the turn list, Vitellus and the Lupanian have been added.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **April 22, 2014, 04:49:59 pm**

Allright, here's the first part of my turn.

**the adventures of Cosla Windarmor**

Spoiler (click to show/hide)

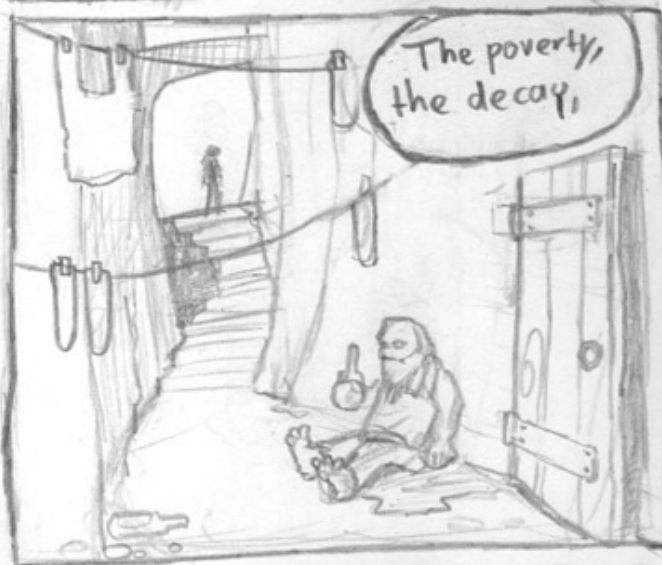
Bakers walked..  
When I look out over  
my hometown I should  
feel pride...

I should  
feel warmth..

I Guess  
I should feel  
at home..



[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)





Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **April 22, 2014, 05:20:16 pm**

AWESOME

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **April 22, 2014, 05:23:28 pm**

....  
That's brilliant!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **April 22, 2014, 07:16:43 pm**

Superb drawings Bralbaard... Truly epic!

Makes me long even more for a masterwork engraving of Dishmab beheading a Grey Fiend in hell while bathed in its flames....

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **April 23, 2014, 06:44:41 am**

Quote from: **kesperan** on April 22, 2014, 07:16:43 pm

Superb drawings Bralbaard... Truly epic!

Makes me long even more for a masterwork engraving of Dishmab beheading a Grey Fiend in hell while bathed in its flames....

Have you considered just carving a bas relief version of that into a bar of soap and posting a pic of it here?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kalsb** on **April 23, 2014, 01:54:31 pm**

Sorry, I was trying to actually add something to my fortress but got interrupted. I guess a roof and extra building materials will have to do. Give me a few minutes.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **April 23, 2014, 02:33:26 pm**

You know what would be epic? A Lego version of Dinnerwandered. Can you see it?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **April 23, 2014, 03:57:51 pm**

Quote from: Timeless Bob on April 23, 2014, 06:44:41 am

Quote from: kesperan on April 22, 2014, 07:16:43 pm

Superb drawings Bralbaard... Truly epic!

Makes me long even more for a masterwork engraving of Dishmab beheading a Grey Fiend in hell while bathed in its flames....

Have you considered just carving a bas relief version of that into a bar of soap and posting a pic of it here?

No I have not considered that :D, I have a sketch of Dishmab fighting the grey fiend somewhere but I doubt it would translate well to a bar of soap, or lego. I'll finish my own story before working on Dishmab, drawing the entire story is quite a lot of work, so I'll be busy for a while.

Also, good to know Palechambers has received an upgrade. I've send Coolrune206 a message. We'll know soon if he wants to take his turn or not.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **April 23, 2014, 07:18:28 pm**

Quote from: Bralbaard on April 23, 2014, 03:57:51 pm

... I have a sketch of Dishmab fighting the grey fiend somewhere...

:D :D :D

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kalsb** on **April 24, 2014, 03:55:06 pm**

I forgot to mention that I'd like another turn.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **April 26, 2014, 03:52:34 pm**

**The adventures of Cosla Windarmor, part 2**

Spoiler (click to show/hide)



[Spoiler](#) (click to show/hide)







Rumors of a the Hammerman that recently settled in the hamlet of Ozuduslot, "Ruthlessbrand" of the Realm of the Ancients. The story here is that Ketas Glossknives, The Lacey Habitual of Mirrors came from the town Bakerswalked. Slew were-beast and several members of the criminal organization the Copper League in and around the town before turning his sights on elmintating a number of poor outcasts in the town.

He eventually set his sights upon the former boss of a collection of reptilemen outcast. The reptile man vampire Esnust Soursoothed. Yes the same Esnust who is supposedly over a thousand years old and said to have killed 12,823 in his long life.

The tale is that Ketas slew Soursoothed with a silver hammer, if that is to be believed, then made his way to north. Till he came upon the lair of the were-iguana Ås Strapssweat. And from there somehow made it to the mountain hall of Tailwheels just to bash to death some goblin before skipping off to the mountain hall of the First Anvil. At First Anvil Ketas slew a number of dwarves and goblins.

Eventaully Ketas made it here to Ruthlessbrand and settled. It is rumored he may have stopped at the museum before settling here.

Throughout his wanderings he seems to have slew a number of animal men.

Ashro Lashedwars,  
Beekeeper of The Sculpted Fellowship,  
Slayer of the goblin Bosa Witchmuddles.

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **April 28, 2014, 11:59:53 am**

---

Good work Plancky!

It looks like Ketas slaughtered the berserk dwarfs at The First Anvil, that Dishmab encountered over 50 years ago...

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **April 28, 2014, 07:58:14 pm**

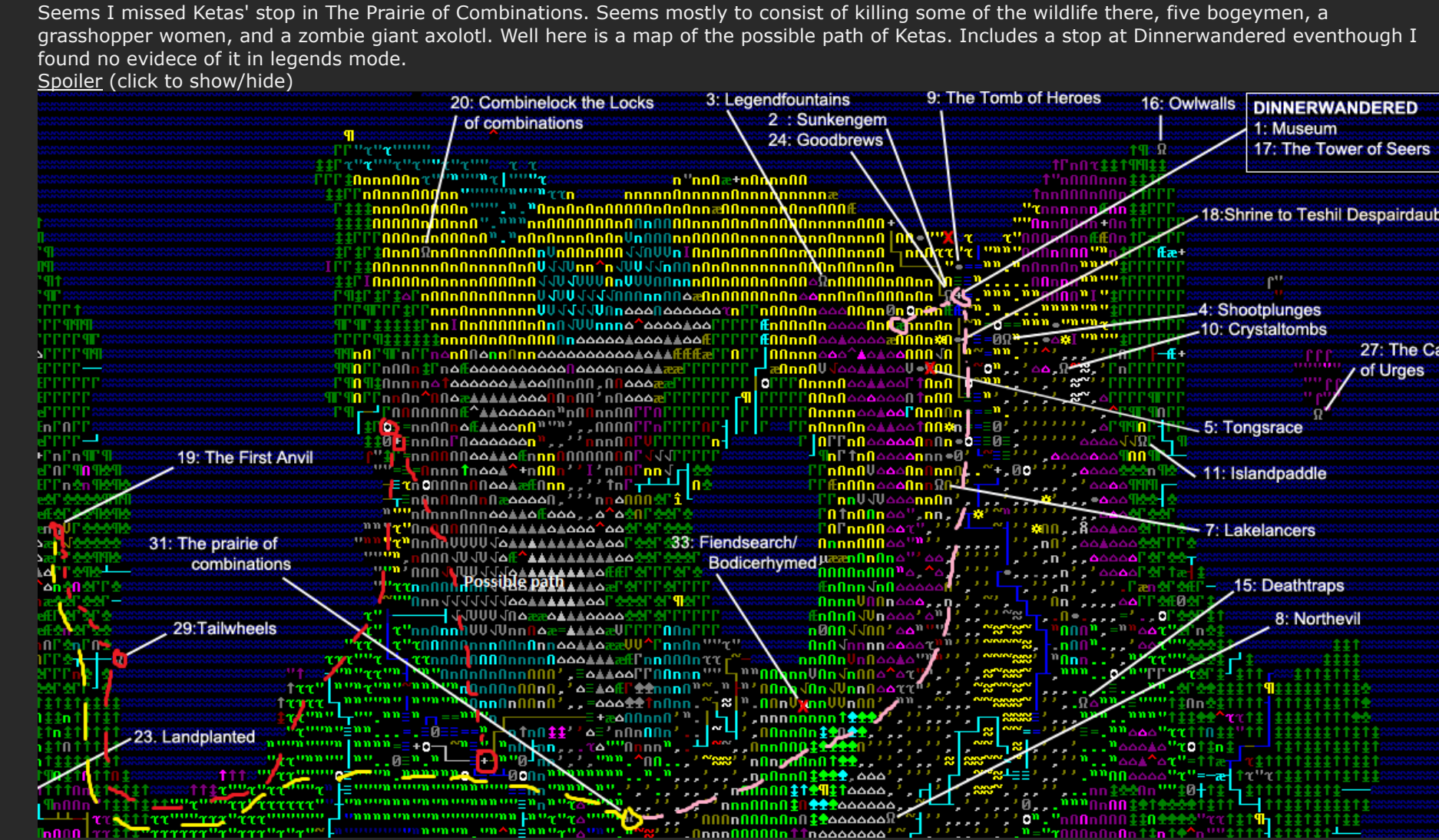
---

Not... The dwarves who say "nee"! Surely not they?

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Plancky** on **April 28, 2014, 10:02:35 pm**

---



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **NAV** on **April 28, 2014, 10:17:54 pm**

---

Impressive work.

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **April 29, 2014, 02:56:35 pm**

---

Indeed it is.

I may, eventually, be able to post Ketas' full story. It'll be a couple months at least however because I don't have a copy of my note files on my flash drive and my desktop is locked away in storage.

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Argonnek** on **May 03, 2014, 10:29:17 am**

---

I am playing my turn, and will have a story to tell soon, but illness and schoolwork are giving me a rough time at the moment.

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **DVNO** on **May 03, 2014, 08:17:40 pm**

---

did anyone ever go and see what's in Combineclock the Lock of Combinations, yet?

---

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArFY1** on **May 04, 2014, 04:44:46 am**

---

A key of such magnitude that it will open it has yet to be found.

Slibtu Licothrathdad, adventurer.

"I bet I can run to Dinnerwandered faster than you can!"

This was Ibu's challenge. I wish I hadn't taken it.

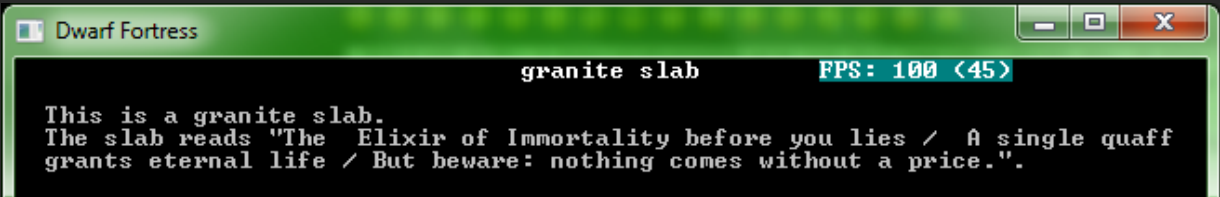
Almost the entire city is abandoned. Fruits lie rotting in the sun at the market square, decayed structures line every street, and what few residents remain shuffle about lifelessly. Their sunken eyes follow us as we pass.

"I think we should get out of here," she says, voice quivering. "Before something bad happens."

"We'll be fine." I subconsciously grip my axe tighter. "After all," a slightly twisted smile appears on my face, "that famous museum is supposed to be here, right? There's no sense in not seeing the sights!"

Having lived a short walk from this town all our lives, Ibu and I have heard every story there is to hear. About Nil Swifttoast, the legendary battle between him and Dishmab Northmanor. We've heard about the death of the entire staff by Freeman Uragathre. Even the maps stored there are almost legendary in their detail. It makes one wonder who keeps updating them...

We walk up the hill to the keep and start toward the entrance of the museum proper, but then we see something I hadn't expected. A barrel filled with blood, with a slab right in front of it.



"What does it say?" Ibu never did learn to read.

"It says it's the elixir of immortality, but it seems more like a warning than anything else. Let's keep going."

Walking into the museum, I am immediately struck by how dusty everything is. I walk over to a huge pile of books, but soon realize that almost all of them are records of incredibly mundane and self-referential things. One was a storage record about a storage record (about a book about a book about a tower) that was stored sometime hundreds of years ago.

Almost dizzied by the bland writing and realization that, no matter their power, necromancers have very little to do with their lives, I quickly turn my attention to the large map on the wall. Each fortress marked on the map has a number, with a key below it. All of the nearby fortresses have been looted already, but one wasn't. Combinelocks the Locks of Combinations still lies untouched. Well, so claims the map. It is just as dust-covered as the rest of the room.

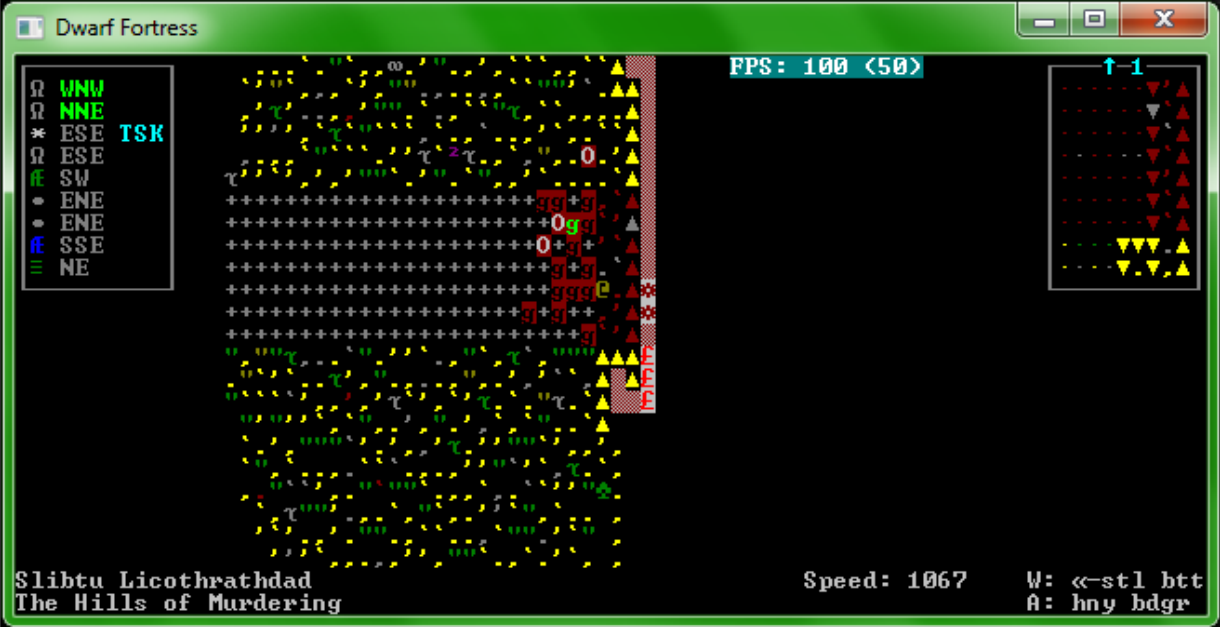
"Ibu, gather your things. We're going on an adventure."

SLIBTU MEANS CHAOS IN HUMAN

INDEED IT DOES

Slibtu Licothrathdad, adventurer.

We made our way out of Dinnerwandered by way of the main road. The safest route to Combinelocks is to go along the coast, and the road goes right up there. We soon come upon Goodbrews, the giant brewery set up right next to the city. The moment I stepped onto the grounds, a grisly sight appeared:



Dozens of goblin bodies litter the paving stones that mark the beginning of the fortress. The rest of the road isn't better. Garbage, corpses, objects, and beer all are scattered about. While walking through the cluttered street, I decide to enter the large northern building to grab some supplies for later. I realize only too late that that was a mistake. Before I can blink, the whirr of mechanisms and giant spiked balls both come out of the walls and floor and nearly kill me. When I awake, I am bleeding and retching. Ibu was wise enough to pull me away from the doorway and into the street.

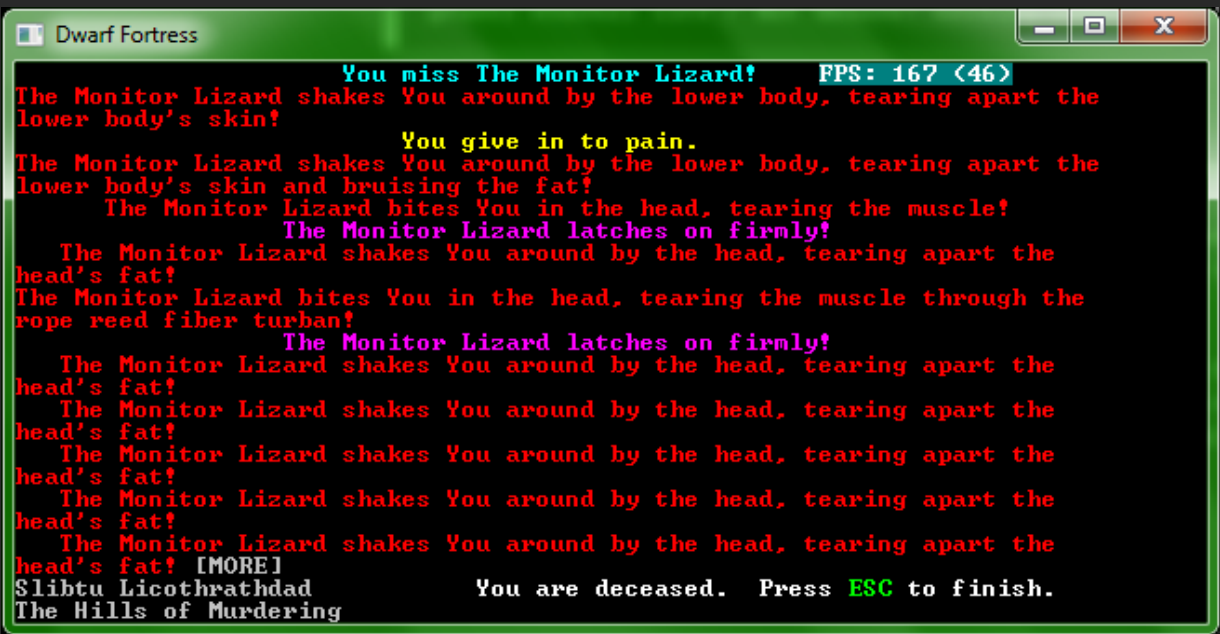
After a time, the pain and nausea subside, and I can stand again. My nose seems permanently broken, though. Ignoring my new, itchy scars, I decide that no booze is worth that much pain. I pick up a shield from a nearby body and we continue on our journey.

"Ibu! Get back here! It's just a weasel!" I've had to yell that too many times, and we've only been traveling for a few hours. I know she hates weasels, but is this really necessary?

It's been a while since I've last seen Ibu. Has she gone running off to kill another weasel? Before I can yell for her again, I hear a gut-wrenching scream in the distance, followed by the sounds of several boars. 'If I can get over to her fast enough-' My thoughts are interrupted when the screaming suddenly stops. My heart sinks with the knowledge that Ibu is dead. I must press on to the next village.

Dusk starts to fall before I can get too far. I run north, hoping to get to the coast before night arrives. Legends say that the shadows that stalk the darkness despise the ocean. Suddenly, a monitor lizard attacks me out of nowhere. I try to fight it off, but fail miserably. After a horribly one-sided battle, it bites my head and everything goes dark.





This sort of thing is really common amongst my adventurers... Oh well. The save is here ([http://www.mediafire.com/download/vrl5ilm9sa498jc/The\\_Museum\\_#64.zip](http://www.mediafire.com/download/vrl5ilm9sa498jc/The_Museum_#64.zip)) .

Also, please add me to the list again.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 04, 2014, 05:23:10 pm**

Dude, you do seem particularly unlucky. Did you loot any decent armour and weapons from Dinnerwandered first? There should still be something left of the stash I left on my last turn.

And I think Eric visited Combinelocks, we just have no record of it.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Argonnek** on **May 04, 2014, 05:37:44 pm**

Yeah, I probably should have looted a helmet at the very least. I'll do that next time.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 04, 2014, 10:34:23 pm**

Dwarven beer is a valuable commodity. Perhaps some adventurer will be able to survive Goodbrews' internal defenses to retrieve some for the Museum.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 05, 2014, 02:25:35 pm**

I've added plancky's stuff to Erik's adventure, and I've updated the front page with other links to adventures I hadn't linked to. It's Kromgar's turn...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **CaptainMcClellan** on **May 06, 2014, 09:35:05 am**

I've been watching this for some time now without actually playing. Can I get the next available turn?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 06, 2014, 11:34:17 am**

You actually asked that before, you're on position 73 on the list :-)

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 08, 2014, 09:26:23 am**

So i just noticed the email today I downloaded the save but have a question is the Peasant rule still in effect or can I make a hero?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 08, 2014, 09:39:51 am**

Hero is allowed, just not demigod.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 08, 2014, 07:00:38 pm**

Uh so I just realized maybe i shouldn't of done this but the dragonhide backpack in the museum I took a large serrated disk... Although if I survive i shall return it. So far its looking like my new character is essentially Kasluns deranged child as she has once again choked someone in dinnerwandered until she became a master wrestler. Now my journey has gotten very interesting

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 09, 2014, 05:23:45 pm**

Ha! Technically the backpack was Dishmab's first entry, the serrated disk he picked up on his travels. I think it might be from Crimsondepths?

You have my permission to use the disk and also feel free to eat the unicorn steaks in there too :P

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 11, 2014, 05:54:02 pm**

A large serrated disk is truly a terrifying weapon. You should have little trouble disemboweling the evils of the world.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 12, 2014, 08:46:56 am**

My name is Aco Pikaemsi. I am the bastard child of Kaslun Wadsomber born out of wedlock. My father was quite old when I was born eventually he was slain by a man I know is named Dishmab I have decided to follow in my fathers foot steps and I will journey the world in search of something worthy for the Museum in dinnerwandered a decaying city that has been in decline since the rule of the Vampire Fishman King and ever since his death. But still the Museum is a popular location in the city housing many artifacts a few my Father borugh to the museum the largest exhibits having come from him especially the enormous pile of bone artifacts made by the Dead Vampire King. My father slew said King by throwing arrows precisely aimed leading to the King bleeding to death. Now my Journey begins

1: A journey begins

[Spoiler \(click to show/hide\)](#)



I leave my small village behind armed with my axe trained in spotting traps, swimming, and sneaking from my time as a Hunter.

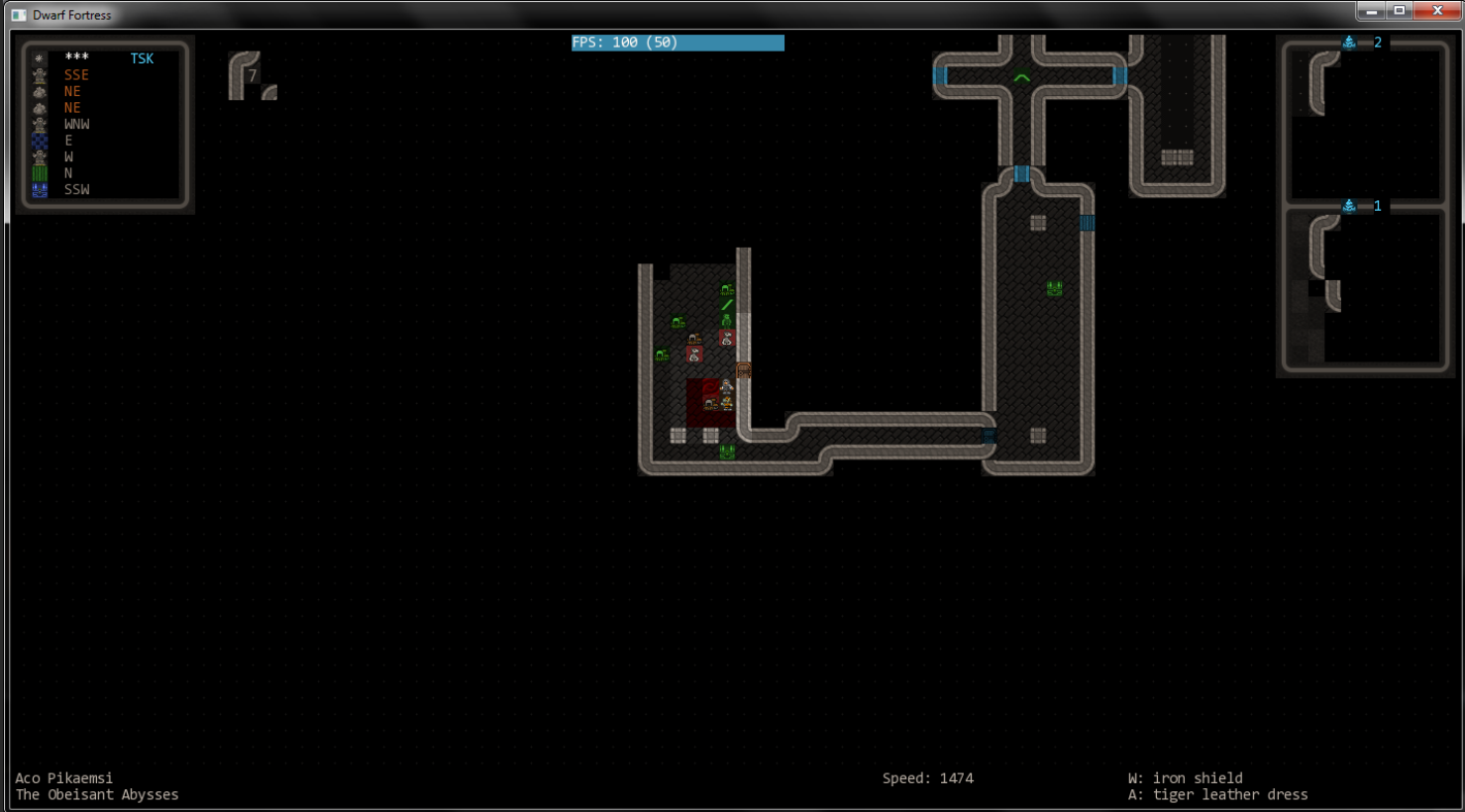
2: The Museum

I have finally arrived after hearing so much about the Museum. Words gave it no justice seeing all these artifacts from across the world gathered in one single building enormous monster corpses and masterwork creations. I noticed there was a stairwell leading downwards and went forth there I saw a slab noting that it was dangerous I trekked forward fearing nothing that could hide in the basements of this city the Vampire King is dead and the sewers have all been emptied what could there be to fear?

3: The Kobold

There in the depths I saw a Kobold armed with a spear I charged forth and fought it. The wretched little thing stabbed me with its spear! STABBED ME! My right leg was now bleeding and then I felt an enormous rush of anger using my grappling skills I took its weapons... Then I broke every limb in its body choking it and torturing it for hours on end. Hahahahahahahaha! HAHAAHAHAHA! Days I spent torturing this Kobold breaking its limbs over and over again choking it to near death but never killing it I spent days down in the Castle basement and this Kobold was my play thing... I had heard my father was renowned for his skills in Grappling having choked the entire Vampire Kings cult to death with his own hands. Perhaps I am my fathers child hahahahahahahahahaha. The wound from the Kobold has healed and now I have a scar... The wretched little thing

[Spoiler \(click to show/hide\)](#)



(Here are my Stats after choking the Kobold note the increase in speed and now Aco is INCREDIBLY Muscular)

[Spoiler \(click to show/hide\)](#)

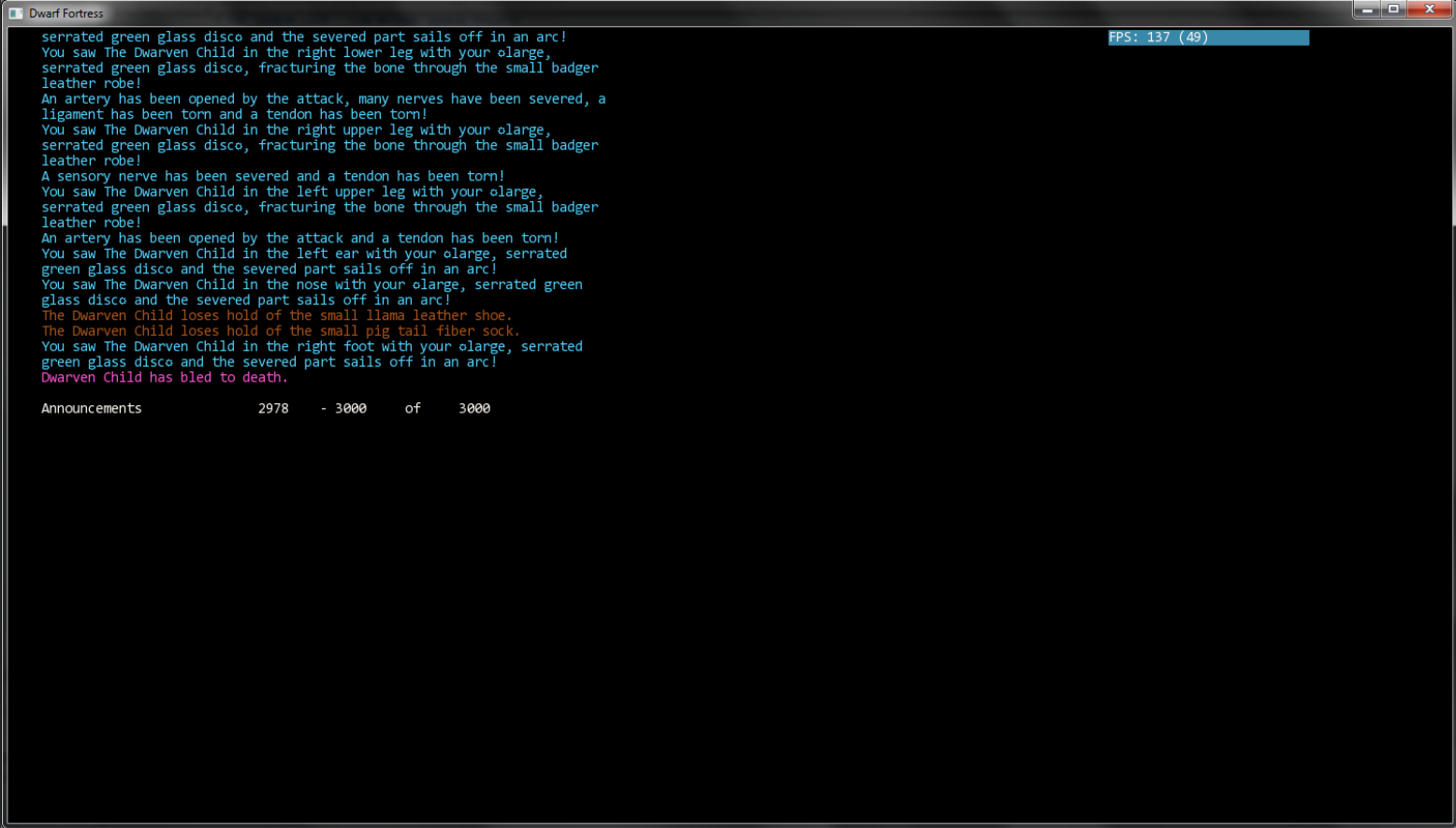
<http://imgur.com/a/uxfNb#3>

4: Returning to the Museum up top I took one item from the exhibit a Large Serrated Glass Disc from a dragonhide Backpack... I love my axe but the Disc called to me and who would mind If i took it? Then I saw who had left this backpack in the exhibit the Contributors name... Dashmib. I don't even feel guilty anymore.

5: Journey to the West

I have decided to head west from Dinnerwandered in search of anything to bring to the Museum. On the road out I encountered a large dwarven settlement how odd a settlement this close to Dinnerwandered and on our roads no less? These dwarves must be Brazen to do such a thing. Upon getting closer to the settlement I began to notice something was off... there was corpses so many corpses of goblins, humans, and Trolls. The fortress was dilapidated but I could see small figures moving around in the distance. I began moving closer when I began to notice there were traps everywhere thankfully my training allowed me to avoid the traps. I began searching the areas surrounding the fortress when a Dwarf flung at me attacking me... I didn't appreciate that... Not one bit so I put him in a chokehold and sawed his head in with my disc. Then I saw a child running at me armed with a knife...I did the same but I won't have ANYONE harm me. NEVER NEVER NEVER NEVER NEVER NEVER NEVER NEVER. So I began sawing off all his limbs while he was unconcious... Its a shame he bleed to death I could of kept him as a pet. AHAHAHA.

[Spoiler \(click to show/hide\)](#)



I began delving deeper after finding an open pit into the Earth there dormitories all abandoned everything inside was abandoned I would find a few crazed dwarves who attempted to attack me but using the Disc they were dispatched easily. I kept going deeper the air getting hotter and hotter and hotter. Then near the bottom of the World I saw rock... It was unlike any i had seen before dark red in color molten... but not molten. In front of the rock was a Dwarf outfitted in beautiful leather armor wielding an exquisitely crafted Crossbow. Sadly for him it appeared he didn't have any bolts good for me though because I chopped him into bits and took the armor and bow. He had a tag on him that said "Captain of the Guard".

6: The Cave

Eventually I journeyed back to the surface and raided their warehouse for food and drink even the warehouse had been trapped. I also managed to pick up a quiver and some arrows and left that fortress. I trekked further west until eventually I had a feeling there was a lair of a monster nearby. i eventually found a small tunnel in the ground where I slept for the night. Then I heard a roar it wasn't like any wolf or coyote I had heard before. But... it wasn't from outside it was inside the cave. There I saw it... about the size of a small child huddled in the corner a ferocious beast with scales and a frill.

[Spoiler](#) (click to show/hide)





A WERE IGUANA

My disc barely pierced its scales and suddenly the beast bit me trying to tear my arm but thankfully my armor protected me. I kept trying to destroy its teeth or its hands but to to no avail it kept clawing and biting but then I remembered what my father had done long ago. I grabbed the arrow from my Quiver and threw it at the beast. It was a square hit in the chest it appeared to have trouble breathing so I think its lung had been pierced. Then I threw another and another. Then the last arrow hit true and hit the Wereiguana in the head and it suddenly collapsed to the ground. There I ended its miserable life. Good riddance.

7: The journey home

I decided I would head back to dinnerwandered and rest for a month after the fierce battle with the Wereiguana. I went to the fortress once more and raided its warehouse of all the food I could carry and a empty barrel I filled with water taking residence in one of the many abandoned homes in Dinnerwandered.

[Spoiler](#) (click to show/hide)



End of Journal  
-----

Now I sit and wait hoping I have Wereiguanism.

Also Aco is truly Kasluns daughter after she killed a Animal Human Hybrid with an arrow

---

Full name:

Aco Knitadmire ~ The Sly Rhymes of Glee

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 12, 2014, 02:16:24 pm**

Was it Goodbrews you arrived at? I wonder why the dwarves attacked you.

And I have to say.. torturing children? Evil! You make Dishmab look like a saint!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 12, 2014, 04:32:05 pm**

That wereiguana looks awesome.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 12, 2014, 04:46:52 pm**

The dwarves in Goodbrews were hostile to me when I visited, too. I also think I got lost in some sort of clever bridge trap while I was there, too. Maybe that was somewhere else, though.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 12, 2014, 07:27:53 pm**

God knows what beer Timeless Bob has fed his subjects to turn them into ravening feral dwarves who leap on adventurers on sight.

Perhaps adventurers casually sawing their babies into neat little body parts with masterwork glass serrated disks has something to do with it.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 12, 2014, 10:09:53 pm**

Quote from: Bralbaard on May 12, 2014, 04:32:05 pm  
That wereiguana looks awesome.

I found it online I didn't draw it.

Sorry best I can do is copy and paste

Edit: Oh god I xml dumped Legends Mode what horror have I wrought

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 13, 2014, 11:19:13 am**

About 2gb of horror.

It's interesting to view the history of the world through legends viewer. It has interactive annual maps!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 13, 2014, 11:55:02 am**

AN ERA HAS ENDED. I HAVE AVENGED US ALL!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **May 13, 2014, 12:00:36 pm**

By "Avenged" I assume you mean "Killed?" :P

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 13, 2014, 12:01:42 pm**

Quote from: Kromgar on May 13, 2014, 11:55:02 am  
AN ERA HAS ENDED. I HAVE AVENGED US ALL!  
SHIT

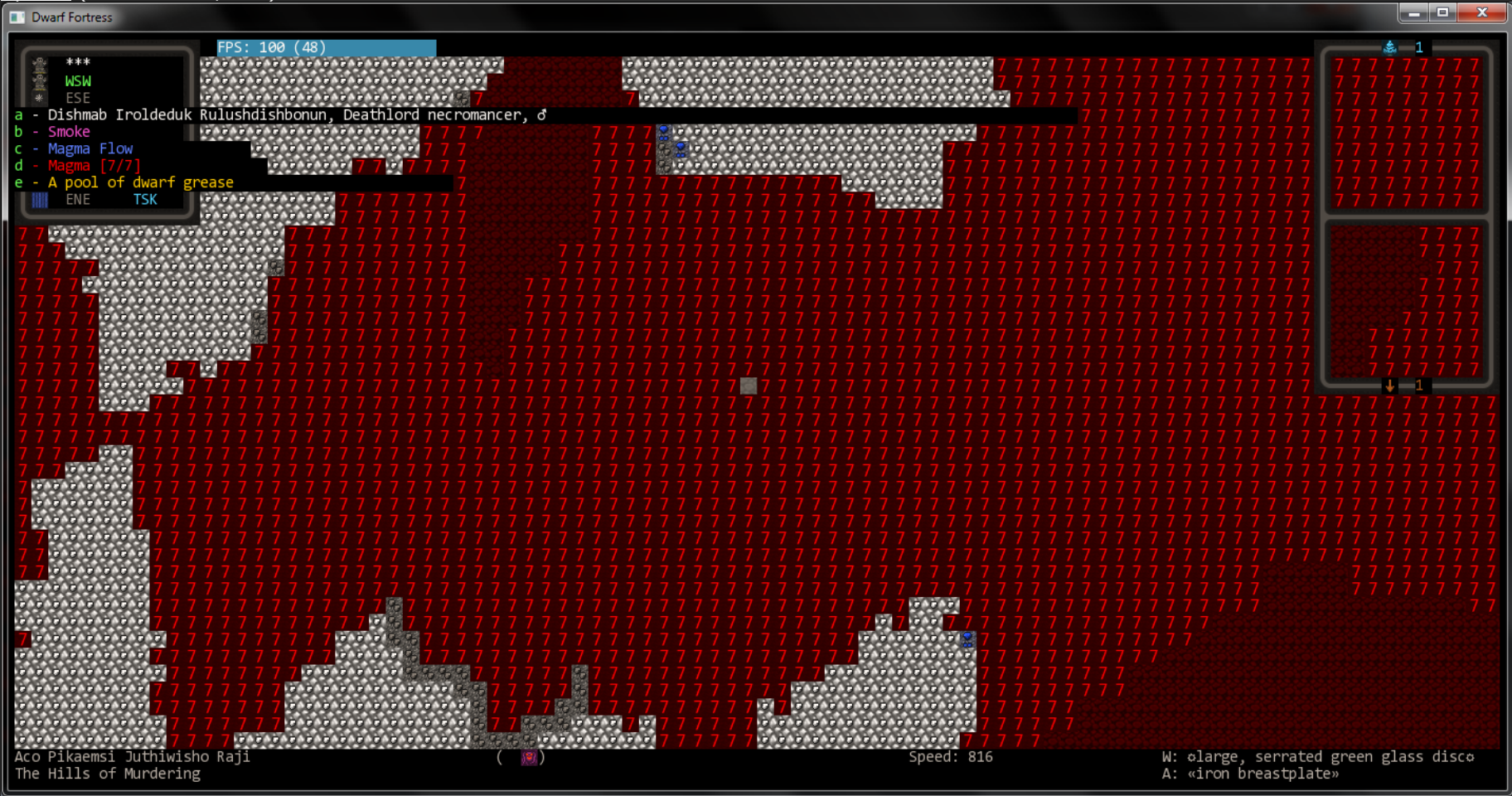
Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 13, 2014, 12:02:06 pm**

The age has passed? What's the new age?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 13, 2014, 12:02:19 pm**

I used DFreveal so I could actually look for him

Spoiler (click to show/hide)



Writeup coming soon tons of stuff has happened... Getting crippled becoming a legendary crutch walker... Becoming a husk by total accident.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 13, 2014, 12:07:39 pm**

He's bathing in the magma sea!? That seems absolutely ridiculous.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 13, 2014, 12:10:12 pm**

Quote from: Eric Blank on May 13, 2014, 12:07:39 pm  
He's bathing in the magma sea!? That seems absolutely ridiculous.

It was kind of easy actually. It was either going to end of two ways... Me dead or he dodged into the magma pipe. Thankfully it ended with him falling in. Also... I lost a finger.  
  
There was no way to kill him in hand to hand combat he was draped in adamantine armor. I may have been able to beat him before I got husked due to my 1800 speed with my crutch after I got crippled but it would still have been unlikely so I did the only thing possible... Trap him for all eternity in magma. Can't swim out and he can't die he shall burn for all eternity WELCOME TO HELL DISHMAB

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArFY1** on **May 13, 2014, 12:37:26 pm**

Well, add me to the turn list, I guess. I will probably have time at the point it comes 'round to me :P  
  
Also, simple rule of thumb: If there ain't no clowns, it ain't no hell.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 13, 2014, 02:46:39 pm**

Firstly, I can't wait to hear how you managed that. Did you fight him on the lip of a volcano? How did you get him there? You lost a finger - like Frodo at Mount Doom? Was this all done without hacking?  
  
Secondly, you haven't killed him. See that pool of dwarf grease? You melted his fat off. He's not dead, he's angry.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 13, 2014, 02:55:54 pm**

Now you must dive into the magma alongside him, doomed to battle each other among the spires until the end of time.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 13, 2014, 04:54:21 pm**

[quote author=kesperan link=topic=104399.msg5277241#msg5277241 to hear how you managed that. Did you fight him on the lip of a volcano? How did you get him there? You lost a finger - like Frodo at Mount Doom? Was this all done without hacking?



Secondly, you haven't killed him. See tat pool of dwarf grease? You melted his fat off. He's not dead, he's angry.  
[/quote]

I have pictures of the whole affair. Also effectively he is dead he can't escape the magma. I am at work and will post my update in 2 or so hours. A lot happened between the first update and that snapshot. I did not hack in any form ti kill Dishmab the pictures will show the chain of events.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **May 13, 2014, 04:58:24 pm**

Quote from: Kromgar on May 13, 2014, 04:54:21 pm  
Quote from: kesperan on May 13, 2014, 02:46:39 pm  
Firstly, I can't wait to hear how you managed that. Did you fight him on the lip of a volcano? How did you get him there? You lost a finger - like Frodo at Mount Doom? Was this all done without hacking?  
Secondly, you haven't killed him. See that pool of dwarf grease? You melted his fat off. He's not dead, he's angry.  
I have pictures of the whole affair. Also effectively he is dead he can't escape the magma. I am at work and will post my update in 2 or so hours. A lot happened between the first update and that snapshot. I did not hack in any form ti kill Dishmab the pictures will show the chain of events.  
FTFY

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 13, 2014, 06:49:02 pm**

Quote from: Th4DwArfY1 on May 13, 2014, 04:58:24 pm  
Quote from: Kromgar on May 13, 2014, 04:54:21 pm  
Quote from: kesperan on May 13, 2014, 02:46:39 pm  
Firstly, I can't wait to hear how you managed that. Did you fight him on the lip of a volcano? How did you get him there? You lost a finger - like Frodo at Mount Doom? Was this all done without hacking?  
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FTFY

Sorry apparently my phone fucked it up

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 13, 2014, 07:42:06 pm**

I'll find a way to rescue Dishmab! He cannot die! :)  
Your turn is shaping up to be a good one dude. Hope you get the chance to visit my fort too.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 13, 2014, 08:07:06 pm**

Quote from: kesperan on May 13, 2014, 07:42:06 pm  
I'll find a way to rescue Dishmab! He cannot die! :)  
Your turn is shaping up to be a good one dude. Hope you get the chance to visit my fort too.  
You'd have to hack out all the magma out and replace it with water so he could swim up. Its the only solution. I knew I couldn't beat him in Hand to Hand Combat so I permanently trapped the bastard. At the bottom of the magma sea.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 13, 2014, 08:08:36 pm**

I think you could swim up just fine if you took control of him. True that the AI isn't smart enough to figure that out, but alt-moving should work.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 13, 2014, 08:16:05 pm**

Quote from: Eric Blank on May 13, 2014, 08:08:36 pm  
I think you could swim up just fine if you took control of him. True that the AI isn't smart enough to figure that out, but alt-moving should work.  
I've tried swimming in magma before... You sink like a stone unless the magma is 1z level deep.  
Also before I left I was lugging a Dragons corpse and took one last check on Dishmab....  
Well he no longer has skin and every part of his body was spurting blood

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 13, 2014, 08:51:31 pm**

What is your fortress Kesperan? DONT tell me its #33 because it crashes my game.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 13, 2014, 09:53:19 pm**

[Spoiler](#) (click to show/hide)



Welcome to the Prairie of Combinations.

Hey its pretty laggy good thing I saved I think it might crash--- eh I'll see why its so lag- oh my god!

This was a new fortress and it was laggy as shiiiiit. I dont even know how this shit could happen

-----

I have gone to Combined Locks there's a drawbridge blocking entrance to the fortress and its lagging like hell. I assume there's some sort of hidden lever to open the gate I tried entering from above but its connection to the volcano is blocked

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **evictedSaint** on **May 14, 2014, 02:00:39 am**

Quote from: Kromgar on May 13, 2014, 09:53:19 pm

I have gone to Combined Locks there's a drawbridge blocking entrance to the fortress and its lagging like hell. I assume there's some sort of hidden lever to open the gate I tried entering from above but its connection to the volcano is blocked

Iirc, I set it up so you needed to use either lateral thinking to get over the wall or just explore enough to find one of the many, many, many secret entrances.

Of course, if it's that laggy, it'd be too frustrating to do either of those things, I guess. Did you at least check out the shrine to the volcano?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 14, 2014, 04:52:07 am**

Kromgar, my fort is number 22. South west part of the world.

It has a large stockpile of gold-encrusted adamantine weapons and armour and all the demons you can eat.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Broken** on **May 14, 2014, 05:33:26 am**

It should be posible to rescue Dishmab. Make a fortress above him and drain the Magma Sea.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 14, 2014, 05:55:23 am**

Quote from: kesperan on May 12, 2014, 07:27:53 pm

God knows what beer Timeless Bob has fed his subjects to turn them into ravening feral dwarves who leap on adventurers on sight.

Perhaps adventurers casually sawing their babies into neat little body parts with masterwork glass serrated disks has something to do with it.

Perhaps the Rough Labor has a bit of a beef with nearby Dinnerwandered for allowing SO MANY goblins to come through it on their way to seige the Brewery. I dunno why the dwarves are so paranoid. Well, the serrated disc incident might have some bearing, certainly, as will the theft of an artifact crossbow and masterwork set of armor. Lets not even mention the slaying of one of the mighty dozen who had migrated there from earlier fortresses.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 14, 2014, 09:05:20 am**

Quote from: evictedSaint on May 14, 2014, 02:00:39 am

Quote from: Kromgar on May 13, 2014, 09:53:19 pm

I have gone to Combined Locks there's a drawbridge blocking entrance to the fortress and its lagging like hell. I assume there's some sort of hidden lever to open the gate I tried entering from above but its connection to the volcano is blocked

Iirc, I set it up so you needed to use either lateral thinking to get over the wall or just explore enough to find one of the many, many, many secret entrances.

Of course, if it's that laggy, it'd be too frustrating to do either of those things, I guess. Did you at least check out the shrine to the volcano?

There's a shrine to the volcano? I saw the mouth of the volcano and no shrine

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 14, 2014, 09:06:20 am**

Quote from: Broken on May 14, 2014, 05:33:26 am

It should be posible to rescue Dishmab. Make a fortress above him and drain the Magma Sea.



АНАНАНАНА.

Drain the magma sea. Good luck

**Title: Re: The Museum: Adventure mode succession world**  
**Post by: Kromgar on May 14, 2014, 09:22:36 am**

Quote from: evictedSaint on May 14, 2014, 02:00:39 am

Quote from: Kromgar on May 13, 2014, 09:53:19 pm

I have gone to Combined Locks there's a drawbridge blocking entrance to the fortress and its lagging like hell. I assume there's some sort of hidden lever to open the gate I tried entering from above but its connection to the volcano is blocked

Of course, if it's that laggy, it'd be too frustrating to do either of those things, I guess. Did you at least check out the shrine to the volcano?

I found a secret entrance to enter the fortress from beneath... but it just lead me to the room with the drawbridge. I saw another entrance but its all fortifications and it has a roof.

Edit: I FOUND A WAY IN! Also i figured it out in a way I never thought a player could move before

My update is going to be megahuge

**Title: Re: The Museum: Adventure mode succession world**  
**Post by: kesperan on May 14, 2014, 05:54:47 pm**

Man, I need to look at your save when you are done and try to figure out some way to rescue Dishmab.

All his flesh has melted off. He is basically a skeleton encased in adamantite armour swimming in the magma at the heart of the world. And he is not happy. I hope he still has his artifact adamantite shortsword...

It looks from your screenshot that you had your battle with Dishmab in a fort in the Hills of Murdering. If so, it is possible that if he was still alive when you offloaded the site he will be repositioned randomly when that fort is reloaded. He might come back to haunt you!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 14, 2014, 06:17:43 pm**

The only forts I can think of that's near enough to another fort for it to be displayed in green are Sunkengem/Goodbrews, and fiendsearch/bodicerhymed. The former two are very near dinnerwandered as well, but the latter dont seem to be near any towns. But dinnerwandered is a + not a ☀. So... *Where's Dishmab!?*

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 14, 2014, 08:16:55 pm**

Quote from: kesperan on May 14, 2014, 05:54:47 pm

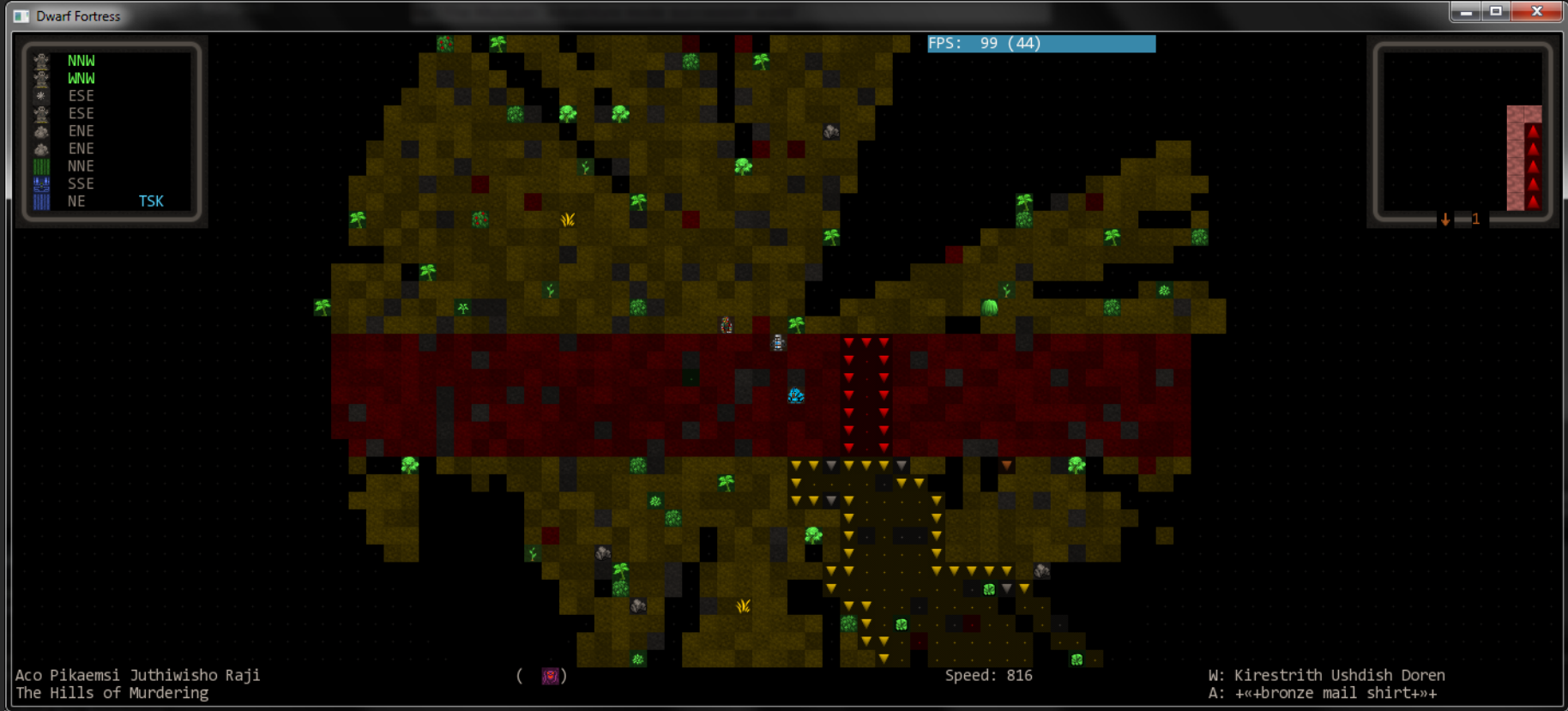
Man, I need to look at your save when you are done and try to figure out some way to rescue Dishmab.

It looks from your screenshot that you had your battle with Dishmab in a fort in the Hills of Murdering. If so, it is possible that if he was still alive when you offloaded the site he will be repositioned randomly when that fort is reloaded. He might come back to haunt you!

Before I retire i decided I'd go and check and see if what you said is true... WELLLLL Sunkengem is meeting FPS death now. In fact many of the worlds sites are. There were quite a few fortresses that were fps deathy

Edit: Oh fuck

Spoiler (click to show/hide)



This will be my finest moment. I will give you the results of the ensuing kerfuffle in my update tomorrow. It will be the end of Aco's journey.

Second Edit: Damn FPS death I think Dwarf Fort may crash. (Turns are taking like 20 seconds each)

I may have to try luring him away from Sunkengem because this is terrible

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 14, 2014, 08:50:04 pm**

\_\_\_\_\_



My game crashed. DAMN IT ALL

- Edit: YES YES YES! I found Dishman again I had to restart like 8 times im now going to go through the slow process of leading dishmab away from sunken gem so there is no fps death.
- Edit 2: This is taking FOREVER.
- Edit 3: My update later today/tomorrow

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 14, 2014, 11:45:47 pm**

Wait... Dishmab the Terrible, a magma burned skeleton clad in admantium armor still walks the world of the living, striking terror into the hearts of all who behold him - so basically he's become a Megabeast in his own right, and possibly a Titan... I wonder if legends will be carved about him by local dwarves who both tremble and rejoice at Armok's avatar?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 15, 2014, 01:51:36 am**

This is the most epic thing I have seen in all of DF...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **May 15, 2014, 07:00:57 am**

- Your signature is exceedingly accurate. In fact, it just doesn't express it anymore.
- Dishmab is literally the pinnacle of what Dwarf Fortress is, he's...well...he's the adventuring dream!
- Come on! Adamantine Armour and Sword, Legendary Fighting Skills, Went to Hell as if it were his summer home, Killed all opposition and he a *freaking skeleton*.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 15, 2014, 12:30:27 pm**

- This is indeed the stuff of legends... The world has thrown everything it can against Dishmab. Finally in an epic battle a great hero manages to trick the foul demon, and Dishmab plunges into the volcano.
- There's great reyoicing, everyone is ecstatic. People on the forums announce the end of an era. The demon is death or forever trapped.
- Then Dishmab seemingly without effort returns to the surface..
- Reminds me of the terminator movies where the terminator is completely destroyed and fragmented, and everyone thinks thats the end of it. Then the pieces just reassemble... the damned thing just won't die..

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 15, 2014, 01:38:00 pm**

Well, we can always try dropping a mountain on him.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 15, 2014, 01:53:43 pm**

Quote from: Eric Blank on May 15, 2014, 01:38:00 pm  
Well, we can always try dropping a mountain on him.

Let's face it, he'll catch it.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 15, 2014, 02:01:55 pm**

Obsidianizing or flash freezing would work.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 15, 2014, 03:15:24 pm**

Perhaps the best place for him is a grand labyrinth wherein he may stalk unwitting adventurers.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 15, 2014, 03:46:24 pm**

- We flash freeze him and he'll just get some girl to let him go a few years later, as the local kobold crime bosses below Dinnerwandered will demand to use his frozen body as a wall decoration...
- Spoiler (click to show/hide)



... just sayin.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 15, 2014, 11:12:39 pm**

Sorry I didn't update and upload the save today. I'll do so tomorrow at around 8pm est. I've just been busy after finishing my turn and I need to write up the last bit of stuff to do.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **DVNO** on **May 17, 2014, 02:09:07 am**

**KROMGAR1111!!!!11**

((Sorry, couldn't help it, it's such a fun name to shout :P ))

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **VarrgieCaelai** on **May 17, 2014, 02:35:48 am**

This looks like fun... Is it still possible to be added to the list?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 17, 2014, 03:43:14 am**

Turns are 2 to 3 months apart, but even if the new version comes out, I doubt this game will end until the entire world grinds to a halt from the entropic pressure of FPS death.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **VarrgieCaelai** on **May 17, 2014, 06:01:22 am**

Well, I can wait. :P Count me in!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **May 17, 2014, 09:04:55 am**

Quote from: Th4DwArfY1 on May 13, 2014, 12:37:26 pm  
Well, add me to the turn list, I guess. I will probably have time at the point it comes 'round to me :P  
Also, simple rule of thumb: If there ain't no clowns, it ain't no hell.

I just checked the turn list, and this wasn't added.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 17, 2014, 12:52:56 pm**

Quote from: DVNO on May 17, 2014, 02:09:07 am  
**BRALBAARD1111!!!!11**

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 17, 2014, 06:41:27 pm**

C'mon Kromgar, need to see the rest of your story!

How were you crippled?  
How did you become a thrall?  
How did you lose a finger?

And MANY MORE IMPORTANT QUESTIONS!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 18, 2014, 11:25:13 am**

Quote from: kesperan on May 17, 2014, 06:41:27 pm  
C'mon Kromgar, need to see the rest of your story!

How were you crippled?  
How did you become a thrall?  
How did you lose a finger?

And MANY MORE IMPORTANT QUESTIONS!

Sorry about that. I'm finishing it now.

Part 7: The curse did not spread

I spent much time sleeping and waiting and I gave up on becoming a werebeast so I went to dinnerwandered and read the tomes of the necromancers much like my father did before long ago. Now i journey the continent in search of something to bring to the Museum.

Part 8: The Ambush

Spoiler (click to show/hide)



As i journeyed southwest I was met by an ambush. The fight was a flurry of undead arrows and weapons. At one point I was struck and I could no longer walk. So i began pulling myself to the goblin spearmen and choked him to death coup de gracing him. Then I crawled up the hillside raising the dead to defend me while I hid. After the battle was over I pulled myself all the way to the hills of murder where I grabbed a crutch from the dwarven settlement by the river. Then i began training using the crutch it felt like ages but eventually I felt my skills in crutch walking were legendary and move on. I spent days training on my new crutch and it paid off.

Part 9: Are you my Mummy?

I came upon a lair of beasts where inside I found... a mummy. I had him join me in my journey around the world. We eventually came upon a shrine to the dead king of Dinnerwandered where Gjoa Kingriddle resided... the Mummy slaughtered him and raised his corpse. I left soon after the gruesome matter. Sometime during the time after this event I lost track of the mummy and never saw him again. The time after this point is a blur at one point I reached a dwarven mountainhome made in a island surrounded by extreme cliff sides. I had to cross a bridge to enter and investigated the fortress eventually I found a room full of golden jewelry and two golden crowns. I wore the jewelry and left the fortress. It was an odd place where the dwarves made tons of drawbridges to the main entrance. The room of gold had been somewhat hidden as well. After the fortress I beleive I headed west through the mountains coming upon a labyrinth where I murdered a Minotaur and went south in search of a Roc I had heard rumors of. I eventually found its nest and a dead goblin nearby when suddenly the beast swooped in.

It was a tough fight my disc sawed into atleast 50 or more times. It eventually fell to the earth dead. I took its corpse and its eggs and headed to Dinnerwandered. My crutch is bending.

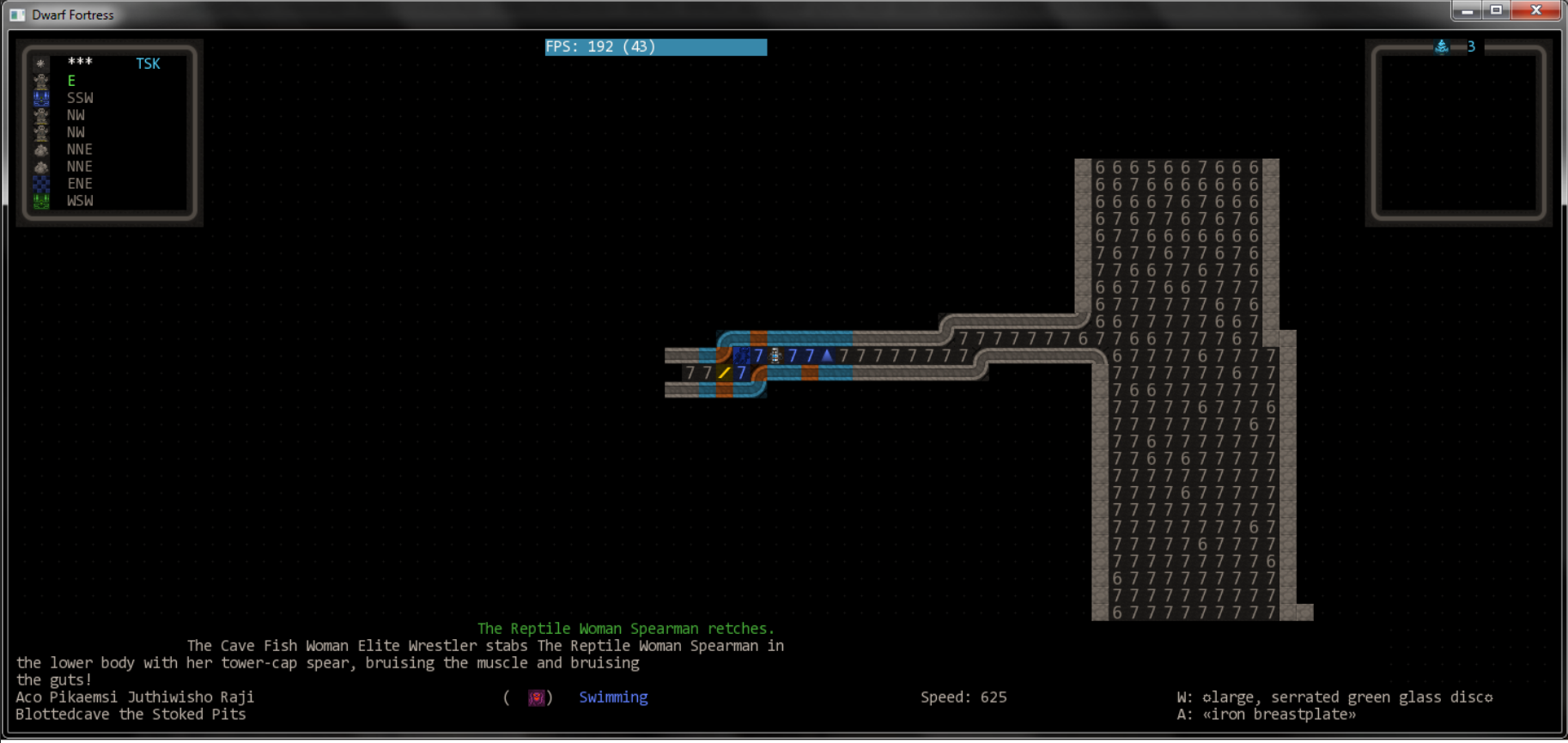
Part 10:  
As I went through the dark lands while heading to dinnerwandered a mist blew over the area and I felt different. I didn't know why I felt different but I did. My camel companion also looked different but I couldn't put my finger on it.

I eventually made my way to dinnerwandered and put the roc and its eggs on a table. I still have something else to look for. A monster who is known for his cruelty. I went west and entered a shop only for the shopkeeper to attack me... so I killed him and went in search of the adventurers guild as I had heard they were going to pay a bounty for the death of Dishmab. Suddenly they attacked me but instead of killing them I choked them and left wondering why they would attack me.

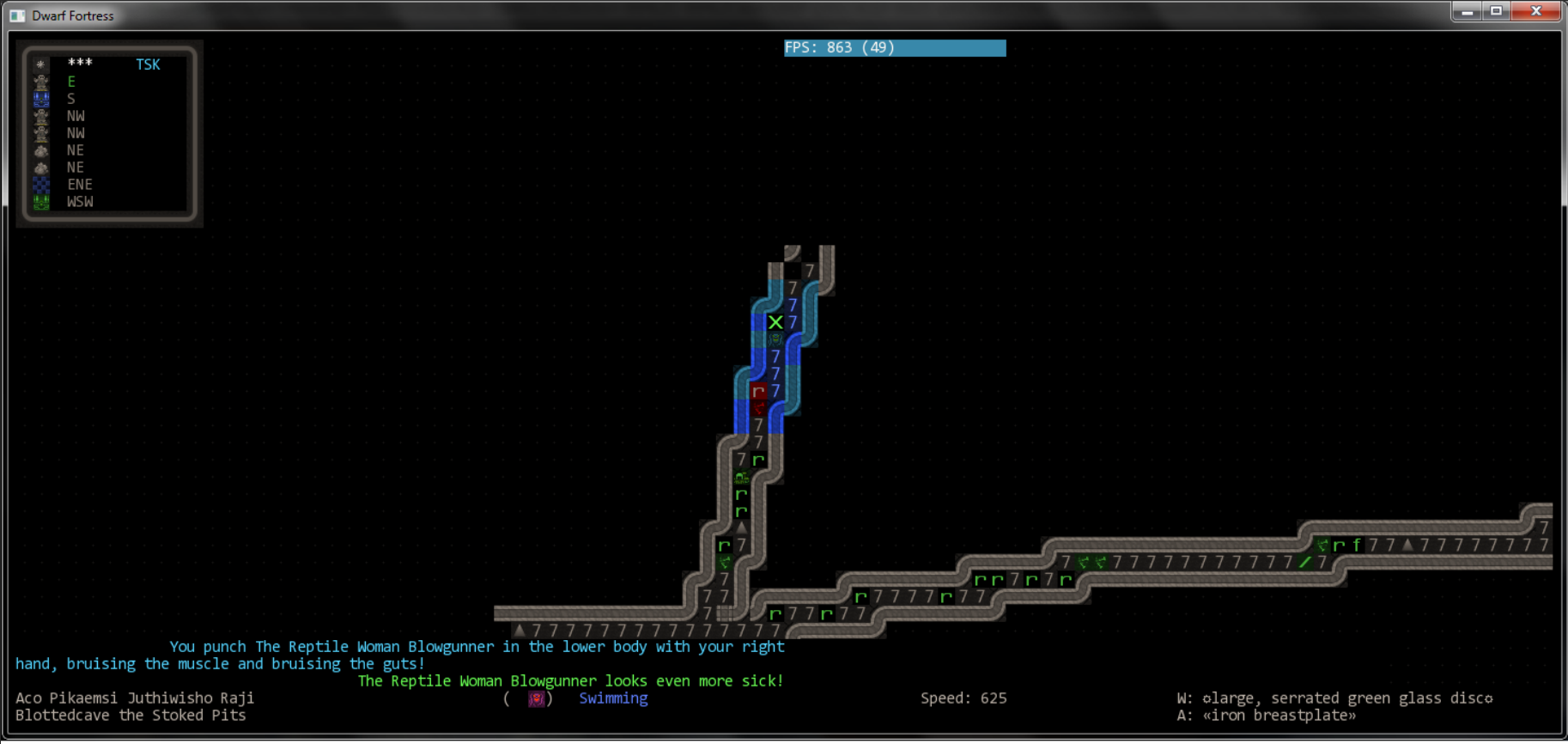
Then I got to the river and saw my face... my eyes were dead but I could still see. I was a husk just like Dishmab. Then I dropped my crutch and realized I could walk without it. Then Idove into the river using my newfound abilities to enter the sewers by river looking for prey to kill.

Spoiler (click to show/hide)

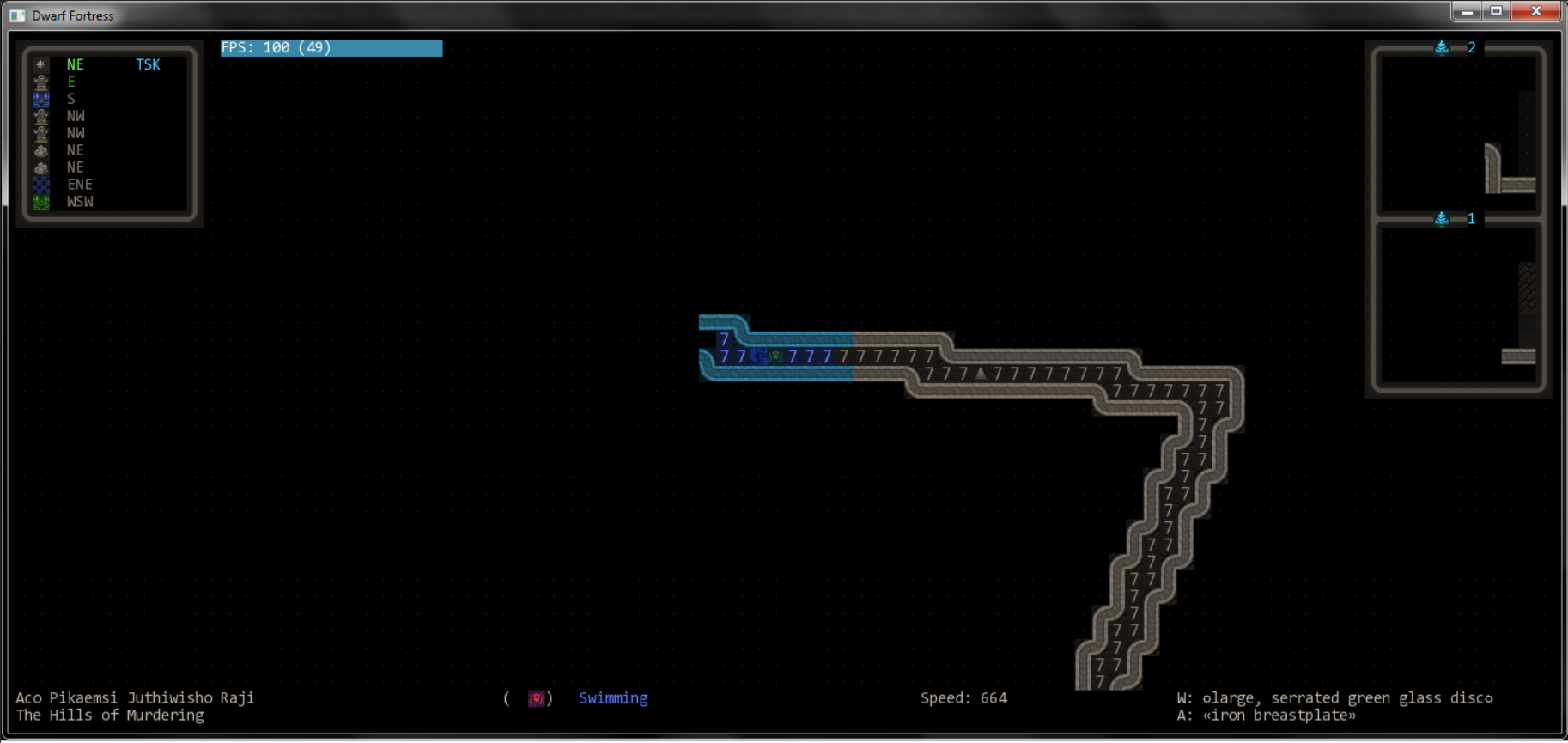




[Spoiler \(click to show/hide\)](#)



[Spoiler \(click to show/hide\)](#)



Their deaths were satisfying so very satisfying.

Part 11: Kill Dishmab

I heard rumors Dishmab had taken residence in a necromancers tower to the east of dinnerwandered. At the first I came to I found nothing at the second I found Dishmab at the top floor.

[Spoiler \(click to show/hide\)](#)

[Spoiler \(click to show/hide\)](#)

You begin a conversation with the Dwarf necromancer Deathlord.  
Human Elite Wrestler necromancer: Greetings. My name is Aco Knitadmire the Sly Rhymes of Glee.  
Deathlord necromancer: It is good to finally meet you!  
Dishmab Iroldeduk Rulushdishbonun, Deathlord necromancer: I am Dishmab Northmanor the Mute Saffron Soot. How can I be of service?

It appears he knows me somehow and I'm not sure how. But I gauged his strength and I realized I would not be able to match him in combat especially in hand to hand wrestling which I was highly trained for so I headed out of the tower knowing he resided there and looked for opponents to fight. I then found two of them to fight... No wait four. I had stumbled into the lair of two ettins. If you do not know Ettins have two heads... I engaged these monstrous beings in hand to hand combat attempting to break their legs. My wrestling skills were better but I was not large enough to actually do anything to them but they were good training. After killing one ettin I suddenly realized there were more than two ettins in this lair... There had been four! It explained why they kept seeming to be in perfect health after retreating. Either way I perfected my wrestling skills and in my final battle with the last ettin he grabbed me in a chokehold for what must have been hours... too bad he could not kill me... the fool. He cannot kill what is already dead. I am an immortal a being of pure power and strength.

Spoiler (click to show/hide)

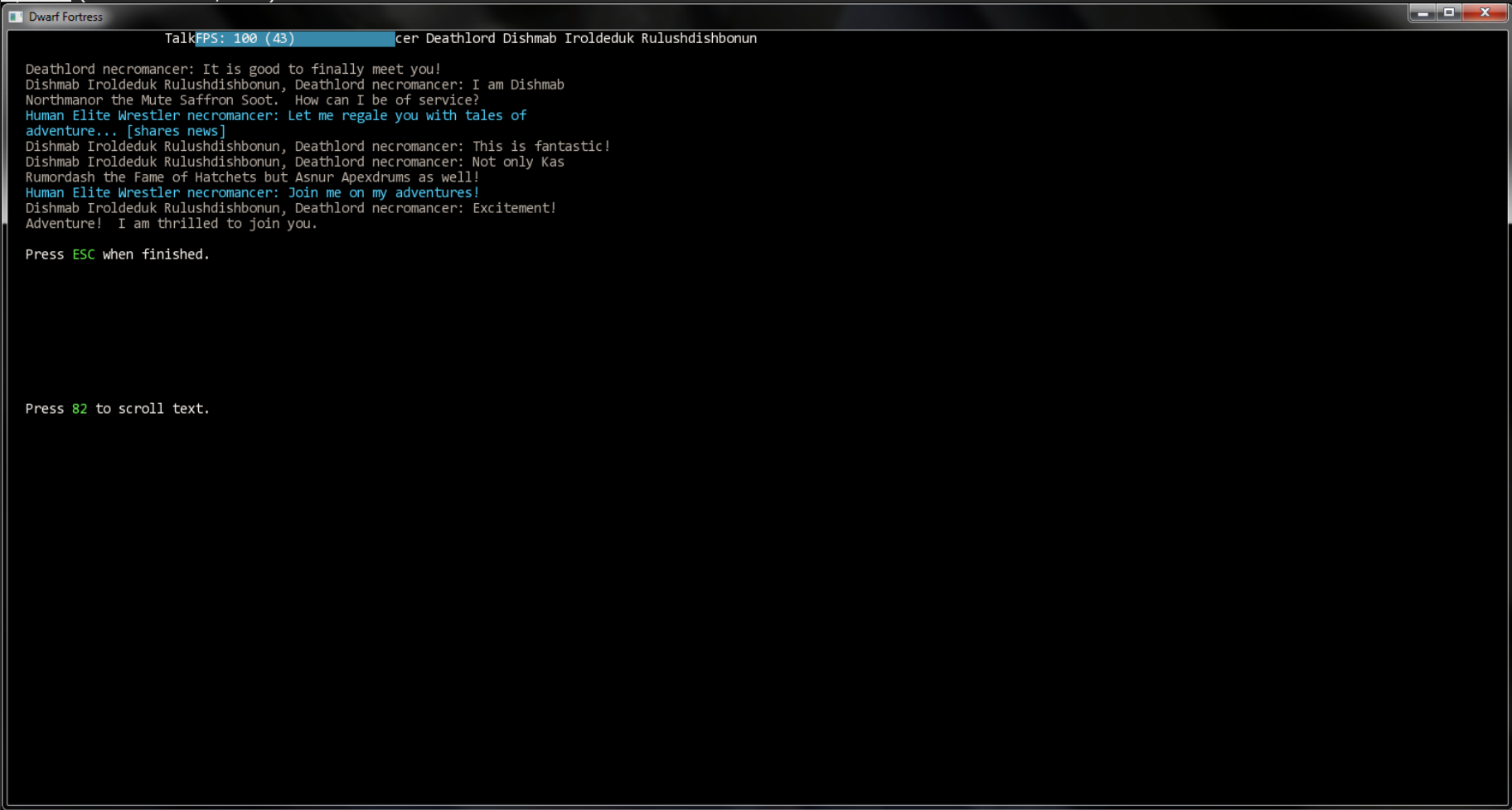


While heading back to the tower I decided to train even more and found a bandit camp where I killed all of the goblins residing there but one. For endless hours I wrestled with him day turned to night many times he even became an elite wrestler but I was better. At one point I decided to punch him on top of a cliff when he dodged and fell flat on his ass. This struck me with a brilliant ingenious idea. You can't fight gravity and Dishmab is strong even with my training I may not be able to beat him... So i concocted a plan so ingenious that I would be remembered the world over.

Part 12: You "fell" for my clever ruse

I climbed the tower once more and spoke with Dishmab where I spoke of my great accomplishments and convinced him to join me and we could scour hell itself and fight off Demons for all eternity. As glorious heroes and god kings of hell. He accepted its not as if anyone would accept us in this world save necromancers.

Spoiler (click to show/hide)



I lead Dishmab to the abandoned fortress of Sunkengem where I would throw Dishmab into the magma... I mean there must be... Dwarves always have magma right?

I journeyed further and further and further into the depths of Sunkengem until we meet with reptilemen tribes surrounding a magma pipe leading into the bowels of the earth. After Dishmab slaughtered all the reptilemen I took him next to the volcano questioning him about magma as he must know he is a dwarf all as a ruse to lower his guards then I struck. We traded blows as I stood my ground when suddenly he swung his axe and cut off my finger. Then we traded two more blows and I got him to dodge into the magma. A plop of magma mist rose as he plummeted into the depths of the Earth. At long last Dishmab is dead!

Spoiler (click to show/hide)



**Spoiler** (click to show/hide)

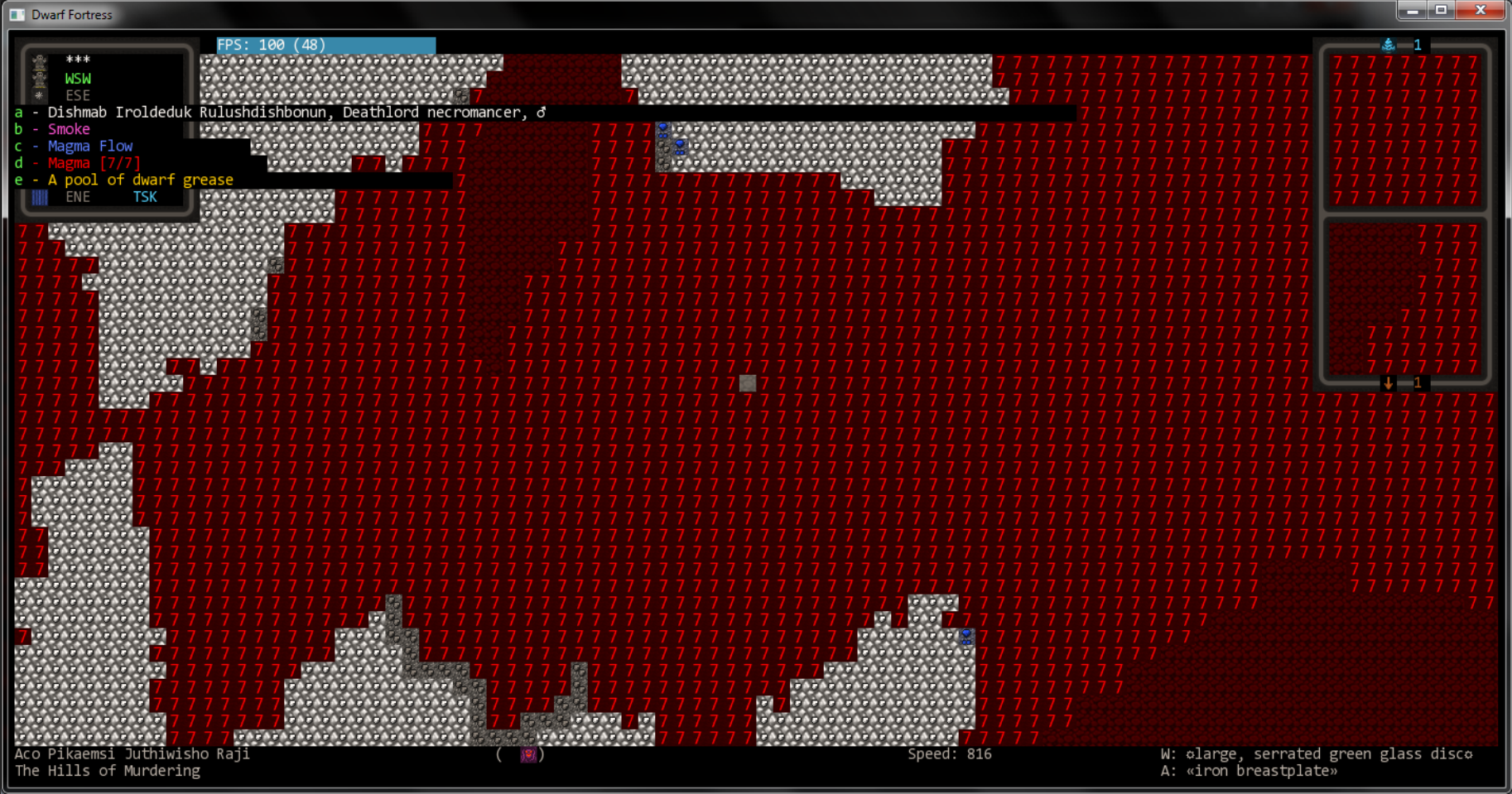


Spoiler (click to show/hide)



Spoiler (click to show/hide)





Part 13: A finger

I took my finger and left Sunkengem knowing that Dishmab has finally been eradicated. I went to the adventurers guild and left my lost finger cut cleanly by the Adamantine.

[Spoiler](#) (click to show/hide)

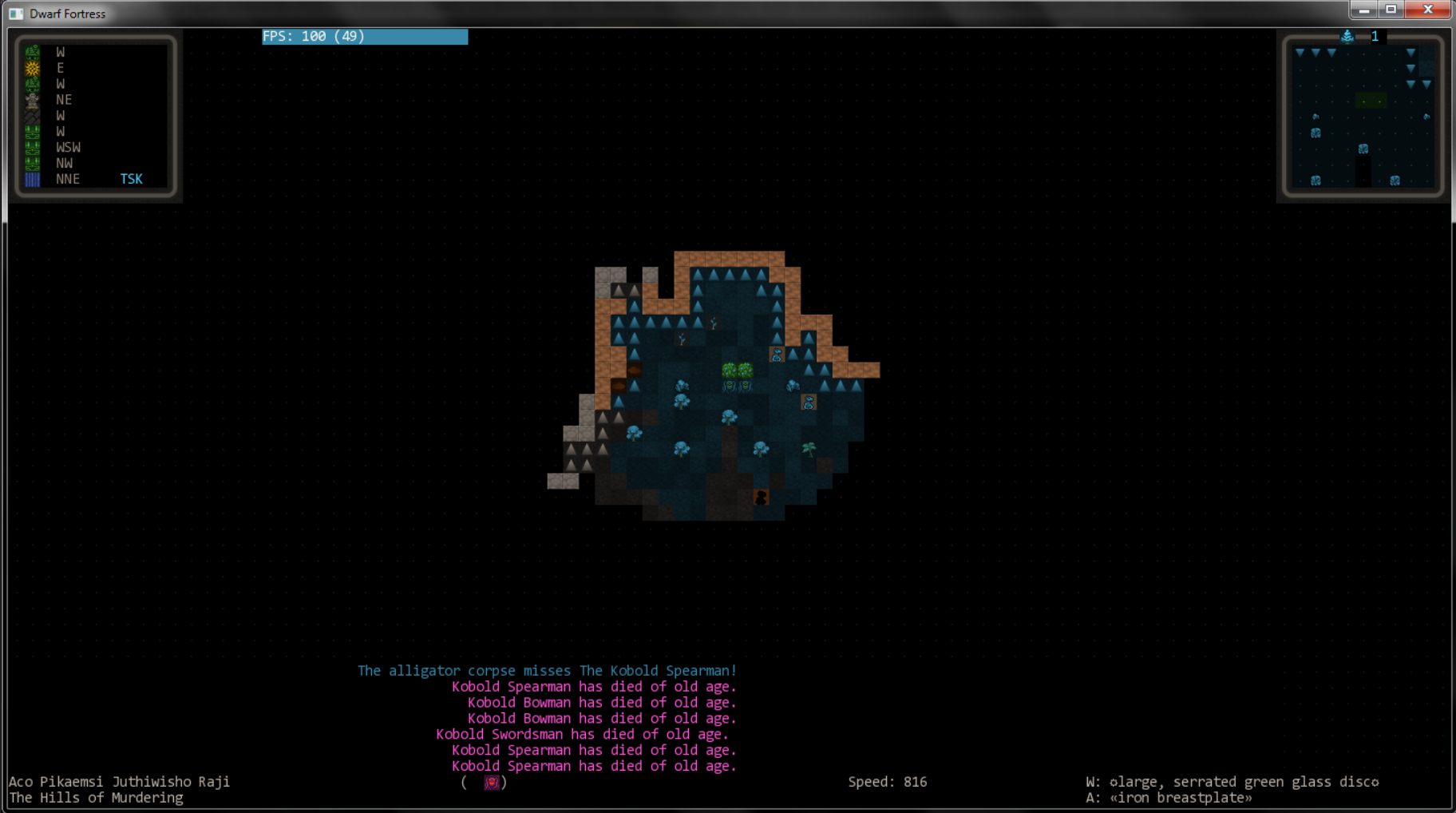


Part 14: Hey there sonny!

No words

[Spoiler](#) (click to show/hide)

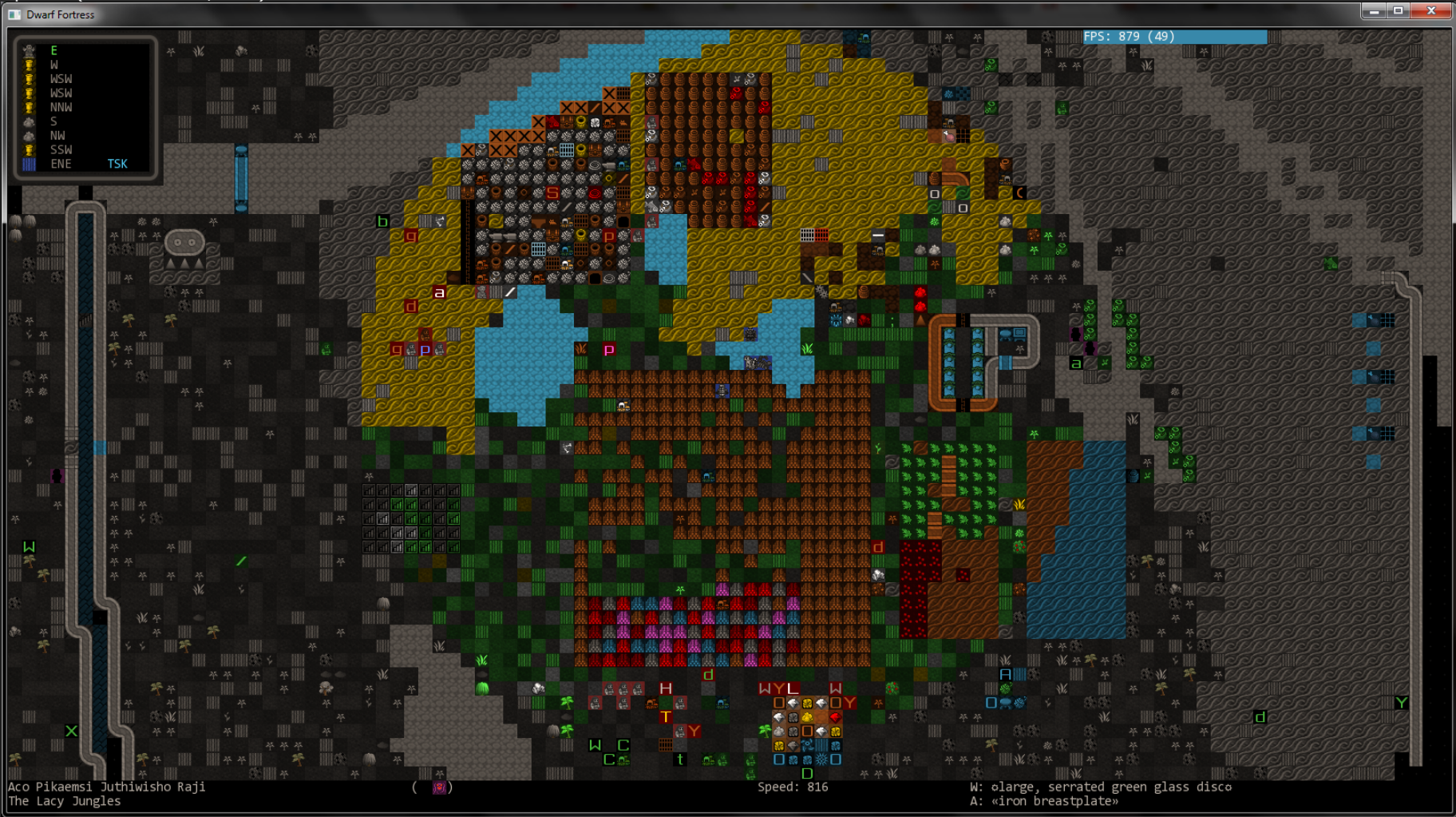




Part 15: Tailwheels

I found a fortress abandoned and full of dead. The only thing I did there was find coffins lining the sea wall which I raised into an army.

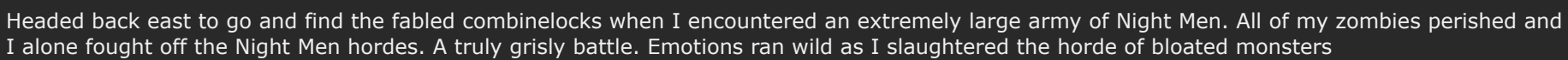
[Spoiler](#) (click to show/hide)



Part 16: RULES OF NATURE

AND THEY RISE WHEN THE SUN GOES DOWN WITH THEIR LIVES ON THE LINE

[Spoiler](#) (click to show/hide)



The screenshot shows the Dwarf Fortress game window. The title bar at the top reads "Dwarf Fortress". In the top right corner, there is a status bar displaying "FPS: 161 (49)". The main area of the window contains a log of events in red text:

The Bloated Creature misses You!  
You saw The Bloated Creature in the lower body with your clarge, serrated  
green glass disco and the severed part sails off in an arc!  
Nar Rakustzimesh Nekol Nar, Bloated Creature has been struck down.  
The Bloated Creature strikes at You but the shot is blocked!  
The Bloated Creature misses You!  
The Bloated Creature misses You!  
The Bloated Creature strikes at You but the shot is blocked!  
The Bloated Creature misses You!  
The Bloated Creature misses You!  
The Bloated Creature misses You!  
The Bloated Creature misses You!  
The Bloated Creature misses You!  
The Bloated Creature misses You!  
The Bloated Creature strikes at You but the shot is blocked!  
The Bloated Creature misses You!  
The Bloated Creature misses You!  
The Bloated Creature strikes at You but the shot is blocked!  
The Bloated Creature misses You!  
The Bloated Creature strikes at You but the shot is blocked!  
The Bloated Creature Groom misses You!  
The Bloated Creature misses You!  
The Bloated Creature strikes at You but the shot is blocked!

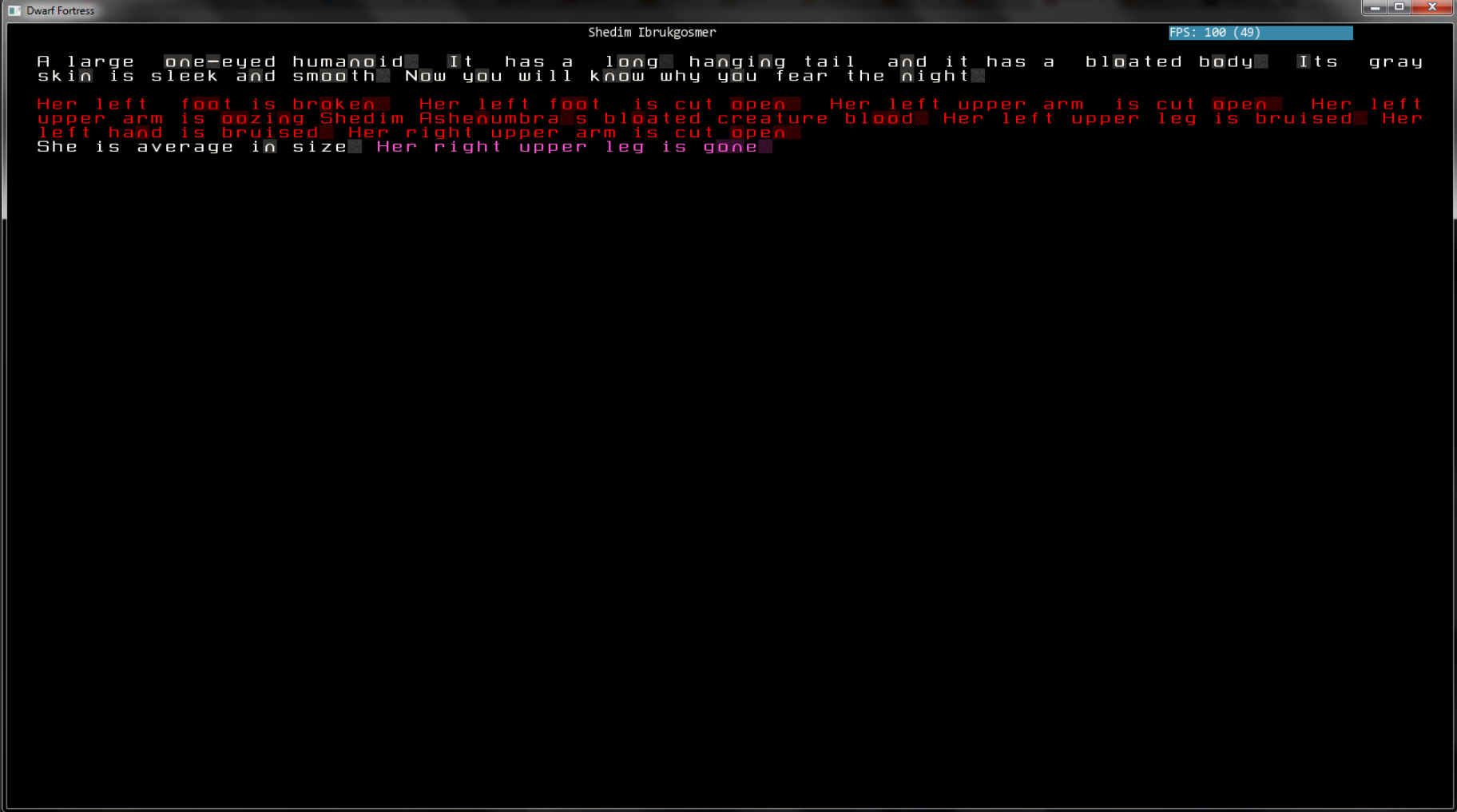
At the bottom left, there is a section titled "Announcements" followed by the text "2978 - 3000 of 3000".

Spoiler (click to show/hide)

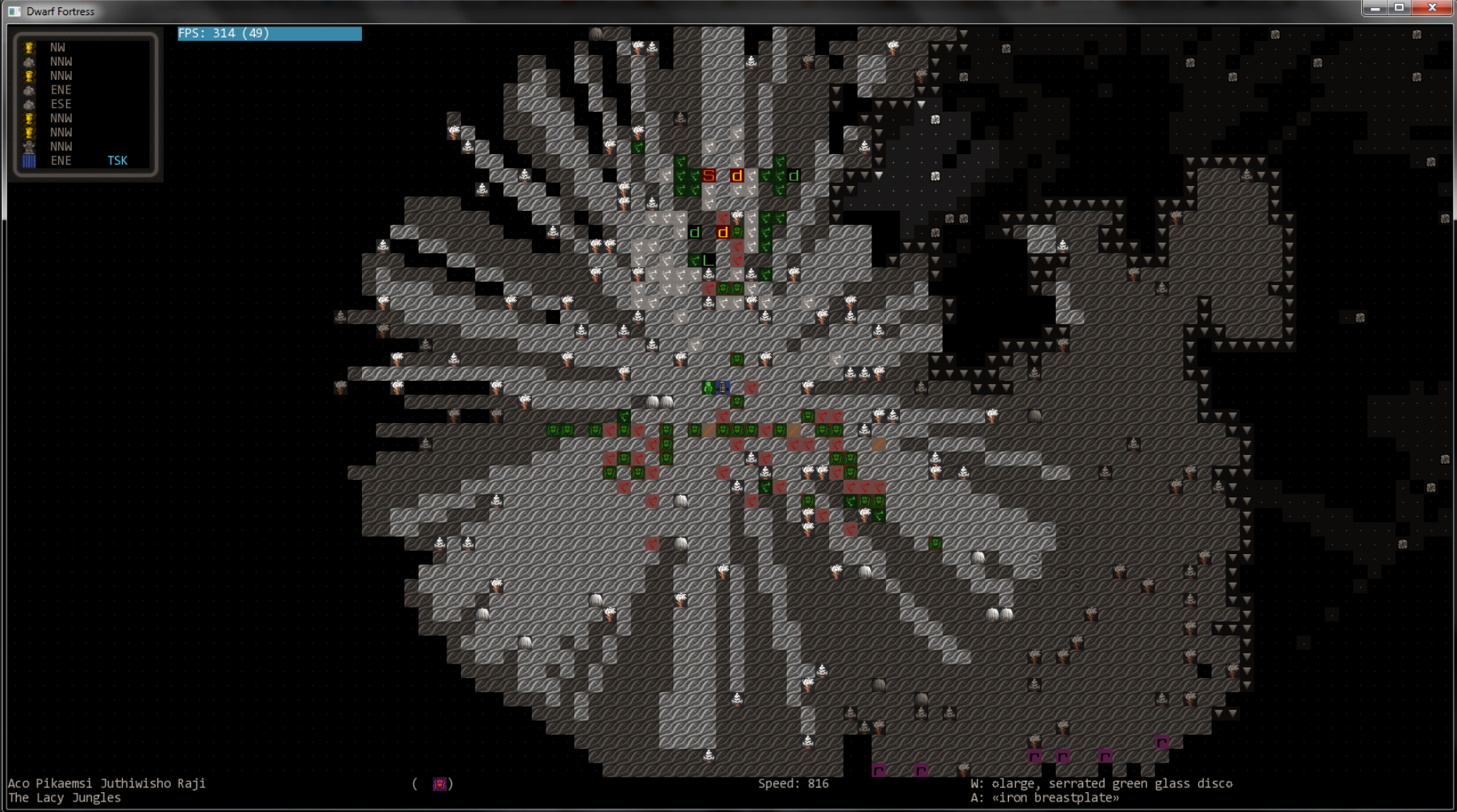




Spoiler (click to show/hide)



Spoiler (click to show/hide)



The rest of the trip to combinedlocks was uneventful.

Part 17: Combined locks the Locks of Combining

A large steel drawbridge blocks entrance into the fortress I am having a hard time finding a way inside.

I think i may have to give up

I have found a large temple overseeing the volcano nearby where it appears sacrifices were thrown into the mouth from the temple above.

\*Random scribbles of arrows and letters\* Up up down down left right left up a b

I have found my way into the fortress. It is magnificently built it is a masterwork fortress with a magnificent stairwell. At the end I found a room with multicolored statues leading to a door.

Spoiler (click to show/hide)



There is a room full of levers with grates and lava below and some sort of room above me... This does not bode well.

\*Random scribbles that are unintelligible\*

Spoiler (click to show/hide)



I have made it inside and the door has shut behind me I am trapped

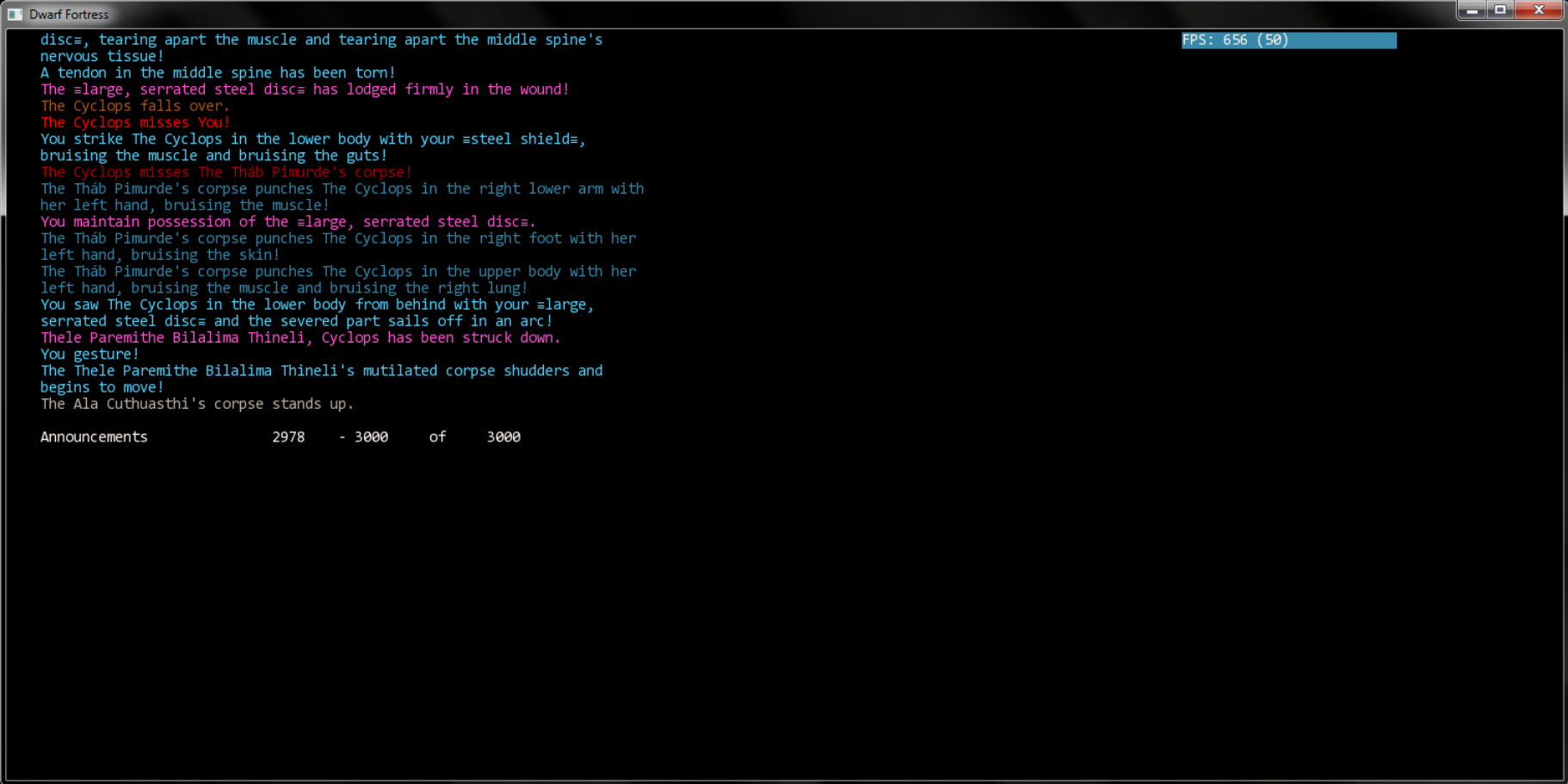
\*pages are ripped out of the journal\*

I have obtained an arsenal of steel serrated discs and now I shall destroy all in my path!

I have decided to head for the fabled Ocean Castle in search of demons and weapons.

Part 18: GOD DAMN NIGHT MEN

Spoiler (click to show/hide)



I bisected a cyclops.

[Spoiler \(click to show/hide\)](#)



Wait... It looks like I have the mummy in this picture did I remember it wrong? Either way Night Men attack again how many of these things are there?

#### Part 19: The Ocean Castle

I encounter a dwarf draped in Adamantine. The disc cannot pierce it... Instead I cast the magical power Fist and break his spine. I steal his masterwork artifacts. As i enter the fortress I find a box full of adamantine weapons in the trade depot at the entrance. I delve into the fortress looking for more adamantine and demons and I also rose all the dwarves entombed as my minions. Oh and in the box I found an adamantine axe I now wield as a weapon

#### Part 20: Welcome to hell

I went down the adamantine staircase and exited the doors at the bottom of the staircase.

I exited into hell and searched for demons I kept getting hit by fireballs and in the end slaughtered my Undead army in a fit of rage in the inability to find the demon.

Then i noticed it...

[Spoiler \(click to show/hide\)](#)





## Part 22: Adventures in Imagination Land

Spoiler (click to show/hide)



(I accidentally dropped my artifact axe when i dropped the other corpses when I was going to give a sacrifice to the volcano... The axe couldn't be picked up again so this got retconned as Combinelocks was in super fps death now)

## Part 23: Return to dinnerwandered

I got back to Dinnerwandered and left the demon corpses on the table with the rest of my prize. That of the Roc, the Undead Dragon corpse from Sunkengem, the roc eggs as well. I also left some of the gold jewelry such as a gold crown on the table as well.

## Part 24: End of a journey a return to Sunkengem

I shall reminisce on my defeat of Dishmab in one last return to Sunkengem. As soon as I arrived I saw a form in Bright blue glowing armor... It couldn't be... No... No...

Dishmab was still alive. I led him into the fields of open combat and I shall end this now. As he followed bursts of reptile blood erupted around him he must of escaped the magma not long ago as his flesh is black and his armor glowing in the heat of magma.

This is it... This is the final moment the pinnacle of my journey! DISHMAB MUST DIIIIIIIIIE!

Spoiler (click to show/hide)



Journal Ends here. But... it appears there is another journal nearby

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 18, 2014, 12:08:50 pm**

Also there is a god named Dishmab: was a deity that occurs in the myths of The Clasp of Waters. Dishmab was most often depicted as Male Dwarf and was associated with crafts and rainbows. Its nature is still an intriguing puzzle to the learned

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **May 18, 2014, 12:23:33 pm**

Dishmab, the rainbow God? Lol, that seems pretty unlikely to me :P

Quote from: Kromgar on May 18, 2014, 11:25:13 am  
Journal Ends here. But... it appears there is another journal nearby

Dishmab Northmanor, The Mute Saffron Soot, looked around himself and grinned.

It felt good to be fighting again, and with Aco Knitadmitre by his side –a deathlord like himself. Dishmab had not seen another such as he since he had slain Nil Swifttoast many years ago. Aco had regaled him of tales of slaughter using a masterwork green glass disk that Dishmab himself had looted from Crimsondepths, the site of his first real victory, and the friendship had been sealed.

It felt good to see a kindred spirit and when Aco had suggested joining forces to slay demons and pillage great treasures again, Dishmab felt what could have been joy in the ruined meat that was his heart.

In the depths of the ancient fort of Sunkengem, Dishmab felt the heat on his face. He had not seen magma in so long. The two new friends laughed and joked as the resident tribe of reptile men attempted to attack them. Towercap blowdarts pattered off his encrusted adamantine armour, as he cleaved the meanest looking reptile in half with his faithful blade, Crabadorned the Taciturn Keeper.

“Dishmab, come over here, there is something I wish you to see!” boomed Aco.

Dishmab walked over to the magma pipe, taking in its magnificence.

“Perhaps you should have a closer look!” screamed the human thrall as he kicked Dishmab in the back...

A lesser being would have tumbled straight into the pipe, but Dishmab’s reflexes held true. Traitor! He swung out with his blade and it struck true, hacking off the treacherous brute’s left index finger. Aco charged again and Dishmab’s footing faltered...

“I am the true Lord of Death, Northmanor,” grinned Aco, as Dishmab’s flailing form was swallowed by a great splash of molten rock.

It felt like an eternity for Dishmab, as he sunk into the heart of the earth. The magma seeped into his armour and blackened his flesh. His fat boiled and his blood turned to steam. His bones crackled and burned but did not break. How could he have been so gullible but to trust another thrall?

Dishmab sank to the depths of hell and died a second death.

What felt like an aeon later, a voice appeared in the darkness.

You are not finished Dishmab. You are death itself. Go now. Take your vengeance.

In his madness and delirium as his brain melted, Dishmab could not be sure. Was the voice his own? Or some greater power?

Miraculously, he found he could move again, and swam toward the surface. Magma filled his chest cavity and curled around his crumbling bones. He was barely more than a suit of armour now, bound together by a deathless will. The godmetal plates fused and crackled around his once noble form as he swum further upwards through the fiery gloom.

Finally and abruptly he reached the surface. In the glowing darkness, Dishmab made out many piercing red eyes. The reptiles had returned to see what manner of creature had returned from the great pipe.

Flames licked at the metal of his armour. As Dishmab made it to the edge of his molten prison, the reptiles leapt upon him. His molten armour spat and sparkled as the reptiles burned upon contact.

The Taciturn Keeper glowed with unnatural flame as it described a burning arc. Reptiles exploded in showers of gore, their flaming limbs bursting apart in the fierce heat of the Avatar of Death. Finally, the last reptile twitched and was still, the only sound the crackle of his red-hot armour.

Dishmab wailed, a deep mournful noise from within his fused armour. A hollow boom...

“ACO!”

He made it to the forts entrance, antelopes scattering before his glowing form. Where could the traitor Aco be? It would take a lifetime to scour this earth, but he was Dishmab the Deathless, purged in the flames of Hell. No corner of this world is safe.

The voice inside his head spoke again – He will come to YOU.

Wandering westward from Sunkengem, Dishmab’s darksight spotted a figure on the horizon. The sun glinted on a godmetal axe. Surely this was Aco? The voice was right...

The figure approached and suddenly stopped in his tracks.

“How?... I killed you... I saw you burn!”

What a horrifying sight met Aco. The shape was roughly similar to the Dishmab he had met a few months ago, but he was wreathed in flame. His armour had fused solid around his ruined corpse and glowed with a hideous fire. Great clouds of boiling reptile blood belched from the scored armour, caked in obsidian and ichor.

Dishmab leapt with unnatural speed. Aco recoiled and lifted his iron shield. The blazing blade of the fire-demon struck it with a great thunderclap and split it in twain. Aco’s shield arm was a splintered ruin, and he gasped in horror as his flesh bubbled and split in the relentless heat.

Scrambling away, Aco felt for the first time in years the sickly taste of fear upon his soul. How could this being survive? How could this be! A panic reached in his guts and Aco Knitadmire knew he would die this day.

Hefting the legendary axe he had looted from Ironhelm the Ocean-Castle, Aco brought it down upon Dishmab’s neck with all the strength he could muster. The blade bounced harmlessly off the molten armour in a great shower of sparks.

“You had your chance, traitor. You cannot kill Death,” rasped Dishmab.

The blazing blade spat again, and the human’s bronze and iron armour were no match. Aco’s axe fell, still gripped in his fist. The arm was torn away at the shoulder!

“Run!” bellowed Dishmab. Aco imagined a gleam in the eye sockets of the fiery being. Could that be malice? Or joy?

Aco scrambled to his feet and tried to run. The next slash tore his left leg at the hip and he fell in a crumpled heap. Black dead blood pumped from his ragged shoulder and pelvis. With a sudden sear of pain, the world become black as with a final deep slash, Dishmab Northmanor the Mute Saffron Soot cleanly bisected the man he thought would be his friend.

“There can be only one...”

You should have pushed him to a glowing pit, safer tan adamantine.

That was epic. (I've linked Kesperans story on the front page together with Kromgar's entries. )



I updated the turn list (finally) and I've updated the descriptions of the fortresses where new ones were visited.  
I assume that the fortress described here:  
[Spoiler](#) (click to show/hide)  
Quote  
The time after this point is a blur at one point I reached a dwarven mountainhome made in a island surrounded by extreme cliff sides. I had to cross a bridge to enter and investigated the fortress eventually I found a room full of golden jewelry and two golden crowns. I wore the jewelry and left the fortress. It was an odd place where the dwarves made tons of drawbridges to the main entrance. The room of gold had been somewhat hidden as well. After the fortress I beleive I headed west through the mountains coming upon a labyrinth where I murdered a Minotaur and went south in search of a Roc I had heard rumors of. I eventually found its nest and a dead goblin nearby when suddenly the beast swooped in.

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Also, Kromgar, you brought many items to the museum, which one can be added as your official submission?

Tehsapper is up next, once we have the save game.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 18, 2014, 05:44:25 pm**

[Quote from: Bralbaard on May 18, 2014, 04:41:42 pm](#)  
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Hmmm ill have to check again butbut perhaps the full body of the gray fiend. I will upload save when I get back from work later tonight. Also im going to make a map of Night Creature country

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 18, 2014, 06:36:25 pm**

[Quote from: Kromgar on May 18, 2014, 05:44:25 pm](#)  
Also im going to make a map of Night Creature country

Yeah, what was with that? You seemed to attract night creatures in droves. I've never seen that before.

Where did you put your index finger that Dishmab hacked off? Is it in the old Adventurers Home room that Dishmab and Nil retired in inside Dinnerwandered?

Also... how cool was the first battle between Aco and Dishmab... I chopped off your finger as you pushed me into a volcano. That is almost exactly what happens when Gollum attacks Frodo at Mount Doom. You can't make that stuff up.

Finally, I have no idea why there was boiling reptile blood coming off Dishmab's armour when he finally caught up with you and hacked off your limbs, but I imagine he was mighty pissed when he crawled out the magma pipe and blew off some steam on the reptile men in the caverns of Sunkengem.

Truly awesome turn, I am looking forward to exploring the save when you upload it so I can record the heroic deeds of Aco Knitadmire! (and see if Dishmab is findable... it's my turn in a few goes and I have to see if he is still around somewhere.)

I would like to see what Dishmab's description is now. Did his wounds heal? Is he still bleeding? Does he have any flesh left?

I think someone should try to find the mutilated corpse of Aco and take it to the Tomb of Heroes, (s)he certainly deserves to rest there for eternity.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 18, 2014, 08:41:19 pm**

[Quote from: kesperan on May 18, 2014, 06:36:25 pm](#)  
[Quote from: Kromgar on May 18, 2014, 05:44:25 pm](#)  
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The finger is right near the slab ouside of the guild. So if no one can reclaim Aco's body ... incase Dishmab is around... You can inter a finger.

Also... ahaha that LoTR I never even thought of that

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **May 18, 2014, 08:55:37 pm**

...You should have worn a ring...

[Quote from: Th4DwArfY1 on May 18, 2014, 08:55:37 pm](#)  
...You should have worn a ring...

Uh... aco actually had a turquoise ring if I recall correctly. Im not sure where it came from. Might have had one of the gold rings on too

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 19, 2014, 03:22:48 am**

My.... Precious?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 19, 2014, 04:47:50 am**

Quote from: kesperan on May 19, 2014, 03:22:48 am

My.... Precious?

Wow...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 19, 2014, 05:55:53 am**

And suddenly the name of the fortress "Sunkengem" makes sense too...

creepy.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 19, 2014, 05:59:38 am**

Save <https://www.mediafire.com/?cz34t7phjnur42g>

Aco's house in Dinnerwandered may have a surprise and her body can be reclaimed. Oddly it says Dishmab rose her as a zombie but I saw nothing on my way to the corpse

Also i confirmed. Aco did in fact have a turquoise ring

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 19, 2014, 07:27:49 am**

Well to be fair Aco was in several bits after the fight. Perhaps Dishmab raised some of her?

And is the surprise something likely to kill everyone? Where is Aco's corpse?

I'll update the adventurer list later today.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 19, 2014, 07:56:56 am**

Quote from: kesperan on May 19, 2014, 07:27:49 am

Well to be fair Aco was in several bits after the fight. Perhaps Dishmab raised some of her?

And is the surprise something likely to kill everyone? Where is Aco's corpse?

I'll update the adventurer list later today.

South of Sunkengem... Sunkengem has now hit FPS death... Combinelocks as well... Maybe the Ocean fortress... there was another fort that was fps dead in the wasteland. Went to lakelancers it was fine. I had to turn temperature off to enter some fortresses. Our game save is perfect for bugs now. FPS dead fortresses all over the place. I was able to enter tongsrace and walk through but it was soooo slow. I wanted to grab the jade forgotten beast.

I saw all the body parts of Aco the legs the arms the feet. All where I remembered

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 19, 2014, 09:54:51 am**

So the older forts have an FPS creep toward stasis - that gives newer forts a time limit to be explored as well. This is an interesting further challenge - the countdown to stasis...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 19, 2014, 10:58:51 am**

Quote from: Timeless Bob on May 19, 2014, 09:54:51 am

So the older forts have an FPS creep toward stasis - that gives newer forts a time limit to be explored as well. This is an interesting further challenge - the countdown to stasis...

One of the newer forts was FPS dead and full of 200 ravens. So the issue isnt just old forts

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 19, 2014, 11:21:49 am**

I think we've realised for a time that we are stress testing what is capable in an adventure mode succession game. I'm not aware of any other game with the length of time and number of forts in the game world as this. It's only a matter of time before the whole thing collapses on its own magnificence.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 19, 2014, 01:39:18 pm**

It looks like Sunkengem has been lost to fps-death for good this time. It was lost to fps death before, but recovered because all the animals were scared of the site. This time however it seems that out of control breeding of cave creatures is too blame, and those are not as easy to scare away. (not at 40 seconds per frame, I just tried...)

Its interesting though that Tongsrace was somewhat playable. It reliably crashed the game several decades ago. I'll add some notes for the fortresses that are known to have fps problems. It's odd that the prairie of combinations already has issues, it has barely been visited. I'll send Tehsapper a PM.

Edit: I've also added the gray fiend corpse to the list of museum exhibits. I guess we should still investigate what Eric Blank submitted, he survived his turn, but never claimed a spot in the museum.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 19, 2014, 04:34:17 pm**

Adventurer List updated with Kromgar's hero.

Aco Knitadmire surges into 2nd most prolific murderer of all time, ahead of Ushat Parchgear, helped by killing the most demons of any sentient being (a full 20, beating Dishmab's tally of 18) and an unnaturally large number of Night Creatures, having seemingly found the seat of their civilisation.

The top 10 Notable Kills in the history of the Portentous Domain are as follows:

1.

Dishmab Northmanor the Mute Saffron Soot **(526)** - Still active, but missing...

2.

Aco Knitadmire the Sly Rhymes of Glee **(326)** - Dead, slain by Dishmab.

3.

Ushat Parchgear the Scarlet Silkiness of Perplexing **(141)** - Last seen in Dinnerwandered, 143 years old and mortal.

4.

Bora Ragedance the Allied Flesh of Nourishing **(134)** - Dead, slain by Dishmab.

5.

Nil Swifttoast the Colourless Complexity **(118)** - Dead, slain by Dishmab.

I just noticed there is no civilization surrounding The Glad Seas but i definitely recall finding enormous town ruins nearby. I suppose an entire elven civilization was destroyed? Because it seemed to be in the jungle surrounding the sea but no living beings lived in the town. Also Dur Kunods placement is quite interesting. So far yet they established such a large dominion in the area



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Tehsapper** on **May 19, 2014, 11:32:06 pm**

That was really epic in a good way. Who knew that you could create so many interesting stories by playing adventure mode?  
I do hope that Toady will fix the bugs we've encountered, because our game is a one long debug session.

I'll start on my turn soon.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 20, 2014, 07:16:47 am**

Also its been over 2 years and a month since I took my first turn... I just can't believe how long this has been going on

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 20, 2014, 03:26:51 pm**

Inertia is its own reward sometimes. I think we should thank Toady in this instance that his updates are slowly released. Like rising bread, this particular collaborative world wouldn't have achieved so much if it hadn't had enough time to develop naturally.

Thank you, Braalbard for keeping up with this, week after week for years.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 20, 2014, 04:54:59 pm**

I've been mucking about on the most recent save, and it crashes with alarming frequency. I think this game might be on its last legs :(

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 20, 2014, 05:13:39 pm**

OK, so what's the plan when this world becomes unplayable? New world using the same gen seeds? With what we know now, it might be interesting to gen the world up to the date we finally end this world and just put some world-spanning cataclysm event in the story, then each new adventurer can "dream" of the old world, maybe set up shrines where all the old fortresses used to be, ect... I don't know - it's a thought.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 20, 2014, 06:09:22 pm**

Well, we're not really lacking for a world-wide cataclysm - we have several adventurers that could singlehandedly take on the world and win, and on top of that the world is dying already. Maybe we could write a story about how with no children, everyone in the world just died of old age?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 20, 2014, 07:26:03 pm**

By the way, Dishmab is not in Sunkengem, he is not near the corpse of Aco Knitadmire, and he has not returned to the Necromancer tower he was previously living in. He is basically wandering somewhere in the wilds, probably assigned to a random lair.

Some poor adventurer is in for a nasty surprise...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Argonnek** on **May 20, 2014, 07:55:29 pm**

Quote from: TheFlame52 on May 20, 2014, 06:09:22 pm  
Well, we're not really lacking for a world-wide cataclysm - we have several adventurers that could singlehandedly take on the world and win, and on top of that the world is dying already. Maybe we could write a story about how with no children, everyone in the world just died of old age?

*The Portentous Domains - End of Days*

The tale of a world where the people have lost the will to work, live, or procreate. Every civilization is in decline, the greatest fortresses are being entombed in time by unknown magic, and those few who choose to seek a better life encounter indestructible horrors who kill anyone unfortunate enough to be in their path.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 20, 2014, 08:37:59 pm**

The world has been dying. Civilizations have fallen against the test of time. Night creatures have grown in such considerable numbers life that even the dwindling societies of man, and dwarf cannot stop it. Even the goblins and their kind are dying out. The only thriving civilizations are that of the dwarves and now their new fortresses fall to a cursed magic that stops time upon the sites their fortresses lie.

After Aco faced Dishmab in battle the universe has been increasingly reaching Universal Heat Death and soon no place will be safe from its effect. Soon this world will die and Armok and Toady shall look upon this save game and weep... for there are many bugs

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 21, 2014, 01:46:57 am**

Ley us pray daily to Armok and the Maker Toad, "Not Today"

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Atomic Chicken** on **May 21, 2014, 02:50:29 pm**

**Well, it's been ages, but I've finally had the time to sit down and write another section about my turn last April. More coming very soon. Enjoy. (Also, the latest turns are great! Kudos to the players.)**

Continued from here (http://www.bay12forums.com/smf/index.php?topic=104399.msg5133654#msg5133654).

Tasked with exterminating a livestock-eating beast, Thone Glenlarks entered the burrow. He was not, in fact, confronted by the huge ravenous skink that had been so vividly described to him. Instead, a stark naked man ran towards him, hurling obscenities from his froth-corrupted mouth. He was evidently mad, but that was only to be expected from someone spending his life alone in a dark hole.

The knife hurtled through the air and hit the madman in the leg, bringing his charge to a halt as he fell to the ground. Thone stepped forward, dagger in hand, and stabbed. The werecreature fell silent.



Thone returned to the hamlet to collect his payment.  
As he made for the market, a sudden faint cry came to his ears.

Thone stepped into the hut to investigate. Inside, a man stood over the corpse of a goblin, his knife still caked with fresh blood. The room was cluttered with several objects that struck Thone as dwarven trade goods – mushroom seeds, anvils and bars weren’t things that one would normally find in a peasants’ village. A fresh donkey corpse lay in the centre of the room. Thone glanced at the donkey, then back at the man, noticing the blood smears around his mouth. Well, someone had evidently been thirsty.

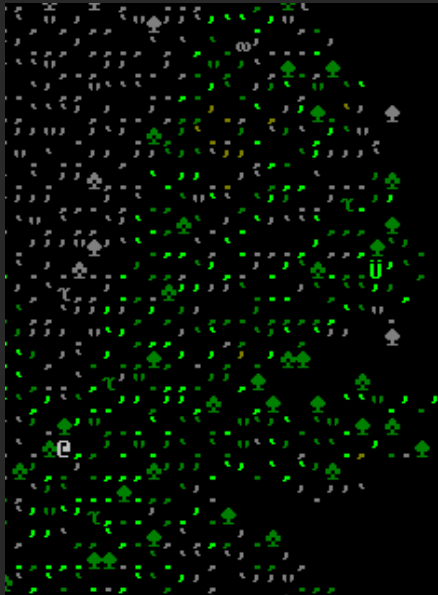


The dagger struck swiftly. Thone had not been paid to kill this vampire, but he was certain that his head would fetch a fair price on the market.

Uthra Gladnesscry. Such was the name uttered to Thone as he strode through the marketplace that dawn. The ringleader, it was said, of a gang of bandits which had reportedly been terrorizing the village since the previous century. The bandits called themselves “The Absolute Pots”. Thone allowed himself to momentarily raise an eyebrow before accepting his deposit and setting off towards Primeabyss, the flamboyantly-named and apparently well-known criminal hideout.

As an elf, Thone enjoyed two distinct advantages: supreme stealth and speed as he moved through the undergrowth and animals which had no problem with their necks being broken when he got hungry (as long as he smiled and looked them in the eye while doing so). Whilst the latter was great when it came to preparing dinner, it was the former quality which made Thone successful in combat. An enemy which does not notice you coming tends not to react to a sudden stab in the back, much less when his reaction speed is half your own.

Thus, Thone crept into the camp silently and swiftly. The bandits lay scattered around the area in a loose ring, a single crossbowman standing alone at the south of the camp. From his richly-decorated attire, Thone assumed him to be Uthra. Well, that, and the fact that he kept yelling out his own name like a madman.



Thone darted unseen from tree to tree until he reached the ringleader. Trees. All elves loved trees. Food, shelter and clean air they provided - such was the teaching of the druids, drummed into each elf for the first century of its life.

Thone too loved plants.

They burned well.  
**You set a fire.**

Thone ran, the blazing branch bright in his hands, forming an ever-growing ring of burning grass around Uthra. Choking smoke filled the air, followed by the shouts of panicked bandits as they became aware of the blaze. Even as he walked away from the inferno, the screams of a burning man rang in his ears.  
**Uthra Dacapcena, Human Crossbowman has bled to death.**  
Uthra Gladnesscry had been devoured.

Another vampire had been wiped off the face of the world.

*Next Entry* (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5304367#msg5304367>)

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 21, 2014, 03:01:10 pm**

An update, great stuff.

I'm still working on my updates too, drawing everything is taking a me a bit longer than I expected, but it should be done soonish.

also:  
Quote from: Timeless Bob on May 20, 2014, 05:13:39 pm

OK, so what's the plan when this world becomes unplayable? New world using the same gen seeds? With what we know now, it might be interesting to gen the world up to the date we finally end this world and just put some world-spanning cataclysm event in the story, then each new adventurer can "dream" of the old world, maybe set up shrines where all the old fortresses used to be, ect... I don't know - it's a thought.

I hope the world will last until at least the release of the next DF version, that shouldn't be too far in the future. It's unlikely that the same seeds would produce a similar world in the next version, but theoretically the same height map could be used which would result in similar geography. There would be no real connection to our current history so referring to that in the new world would be a bit artificial. I'll probably experiment with stuff like that upon release, but actually, I think I'll end up starting with a completely new map.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 21, 2014, 03:36:23 pm**

Quote from: Kromgar on May 20, 2014, 08:37:59 pm  
Night creatures have grown in such considerable numbers life that even the dwindling societies of man, and dwarf cannot stop it.

Be it night creature, man, or beast, every species is in decline. The night trolls no longer abduct people and they no longer have children. However, they live forever, so an unopposed group of night creatures can grow huge before the end of worldgen.

I'm thinking a completely new world, with no remnants of the old. Maybe a small mod that lets all creatures breed? That way we'll have hydras.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 21, 2014, 04:35:53 pm**

Megabeasts actually breed in world gen, but it would be nice if they could be bred in fortresses too I guess.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 21, 2014, 04:51:19 pm**

Hydras do not breed, even in worldgen. Rocs and dragon only breed in worldgen.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 21, 2014, 04:55:34 pm**

I think we should also mod the save that so anyone can wear armor. Because... Dwarfs just have too big of an advantage in adventure mode with fortresses. You can't get human sized adamantine armor

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 21, 2014, 05:13:37 pm**

Yes, but you can't get dwarf-sized normal armor without a fort.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 21, 2014, 05:21:26 pm**

Quote from: TheFlame52 on May 21, 2014, 05:13:37 pm  
Yes, but you can't get dwarf-sized normal armor without a fort.

Hmm thats true too... but the ability to get Adamantine dwarfs anything dwarfs can find

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 21, 2014, 05:22:23 pm**

Quote from: TheFlame52 on May 21, 2014, 05:13:37 pm  
Yes, but you can't get dwarf-sized normal armor without a fort.

That shouldn't be a problem in the new version. All races supposedly build sites/towns now.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Atomic Chicken** on **May 21, 2014, 05:53:03 pm**

You know, it's actually pretty easy to make any clothing/armour fit you by using gmeditor. All you need to do is to change the item's creator race id to that of your own race, and its size will change accordingly.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 21, 2014, 09:54:29 pm**

Quote from: Atomic Chicken on May 21, 2014, 05:53:03 pm  
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Well if bralbaard allows it then I would of edited armor to fit aco because if she had adamantine she might have been able to kill Dishmab

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **BlackFlyme** on **May 21, 2014, 10:17:25 pm**

Quote from: TheFlame52 on May 21, 2014, 04:51:19 pm  
Hydras do not breed, even in worldgen. Rocs and dragon only breed in worldgen.

Rocs are the only megabeast with a child token. Dragons and hydras both lack it, but all three can still breed in world-gen.

It's just in fort mode that dragons and hydras don't breed.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **The Lupanian** on **May 21, 2014, 10:52:17 pm**

Quote from: TheFlame52 on May 21, 2014, 03:36:23 pm  
Quote from: Kromgar on May 20, 2014, 08:37:59 pm  
Night creatures have grown in such considerable numbers life that even the dwindling societies of man, and dwarf cannot stop it.  
Be it night creature, man, or beast, every species is in decline. The night trolls no longer abduct people and they no longer have children. However, they live forever, so an unopposed group of night creatures can grow huge before the end of worldgen.  
I'm thinking a completely new world, with no remnants of the old. Maybe a small mod that lets all creatures breed? That way we'll have hydras.

If I'm not mistaken, Toady made it so creatures will repopulate and outlaws will stay dead in the next update.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Tehsapper** on **May 22, 2014, 11:30:58 am**

**The story of Aran Valoconibo "Calmcoast", the Trap of Passes**

Spoiler (click to show/hide)

Perhaps elves were the race that suffered the most from the endless strife in the world of The Portentous Domain. As other, inferior races are either mortal and subject to the imminent death or really cruel and murderous, which leads to a quick death from some stronger foe, they aren't forced to live through eons, watching as everything you loved slowly crumbles to dust. Have they ever felt the horror of living two thousands years and seeing all the destruction that time and cruel greed of others cause? Have they ever remembered it all, the every day your friends were slain by



fearsome beasts? Have they ever wondered, why their perfect world, shaped by the Creator himself, was turned into ruins by lowly scum?

Aran lived most of his life in one of elven retreats called Zealembpace, a blessed place of peace where creatures of nature and elves can rest and heal under canopies of majestic, giant trees. He lived there as a Peacekeeper, basically a guard, who overlooks over animals and the surrounding area, alerting the retreat in case any nature-hating intruders come to pillage and kill. Aran was a calm elf, unlike his other brethren, and he liked to gaze at the coast of the Ashen Ocean. That's why he got his surname, "Calmcoast".

However, the things around the peaceful retreat started to change. The once powerful civilizations of mountain-men and plains-men slowly crumbled, leaving behind an ancestry of corrupted arts and depraved acts. The world started to die out, with entire regions becoming fatal deserts full of undead, and that's why dwarves of the Prime Crest called the elves for help. Their mountains became fully deforested, and their soil was only able to grow scarce food. Perhaps the 'damn happies' could help them.

And that's why Aran was instructed by the druid to depart away from the place he loved and admired into the dark, lifeless mountains of pure obsidian, and investigate the cause of all the troubles, and get the latest news about rampaging adventurers that make the forces of Hell weep in terror, and perhaps sign an agreement about tree cutting limits. Soon he found the way, directed by the wind and rare birds into the bleak huts of hill dwarves.

[Spoiler](#) (click to show/hide)  
A lovely waterfall I've found.

On the other day, he found out that somehow his bow, quiver and waterskin were missing. "Must be the greedy dwarves" - he thought, cursed the hellhole he landed in, and began to ask the poor dwarven farmers about surroundings and sources of evil.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 22, 2014, 02:30:06 pm**

[Quote from: The Lupanian on May 21, 2014, 10:52:17 pm](#)  
If I'm not mistaken, Toady made it so creatures will repopulate and outlaws will stay dead in the next update.

Correct. No more immortal, regenerating, dungeon-inhabiting kobolds to horribly butcher. That poor woman will finally be able to rest in peacepieces. And wildlife populations will regenerate slowly, too, and kings we murder will be succeeded, and other races will have sites from which armor can be bought. And we can climb trees and jump chasms and punch people without getting instantly mobbed to death by ducks...

Only thing stopping the world in the next version is going to be the bugs that cause it to crash. And if I recall correctly, Toady said he'd handled the bug that makes sites spawn hordes of animals on every visit, which would be nice.

Also, in response to this:  
[Quote from: Kromgar on May 19, 2014, 09:35:11 pm](#)

I just noticed there is no civilization surrounding The Glad Seas but i definitely recall finding enormous town ruins nearby. I suppose an entire elven civilization was destroyed? Because it seemed to be in the jungle surrounding the sea but no living beings lived in the town. Also Dur Kunods placement is quite interesting. So far yet they established such a large dominion in the area

That was actually the homeland of The Confederacy of Inking, a human civilization that still owns some sites along the northern coast of the continent. Their only mistake was letting all their immediate neighbors be elves. In 183 they were attacked by the elven civilization of The Peaceful Sister, who took a fortress they'd built in the elves' forest and promptly ended the war. Then in 282 the elves of The Woods of Counselling also attacked them, and took over 16 sites, leaving them with only one hamlet and a tomb complex around the Glad Seas. In 433, the elves of The Rough Tornado attacked and destroyed the last hamlet in their homeland, leaving them with a half dozen hamlets along the northern coast and east-south-east of Dinnerwandered. All their sites along the Glad Seas are abandoned now.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 22, 2014, 03:47:44 pm**

I look forward to seeing whatever double-husked monstrosities we create being able to jump over fortress walls.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 22, 2014, 04:02:16 pm**

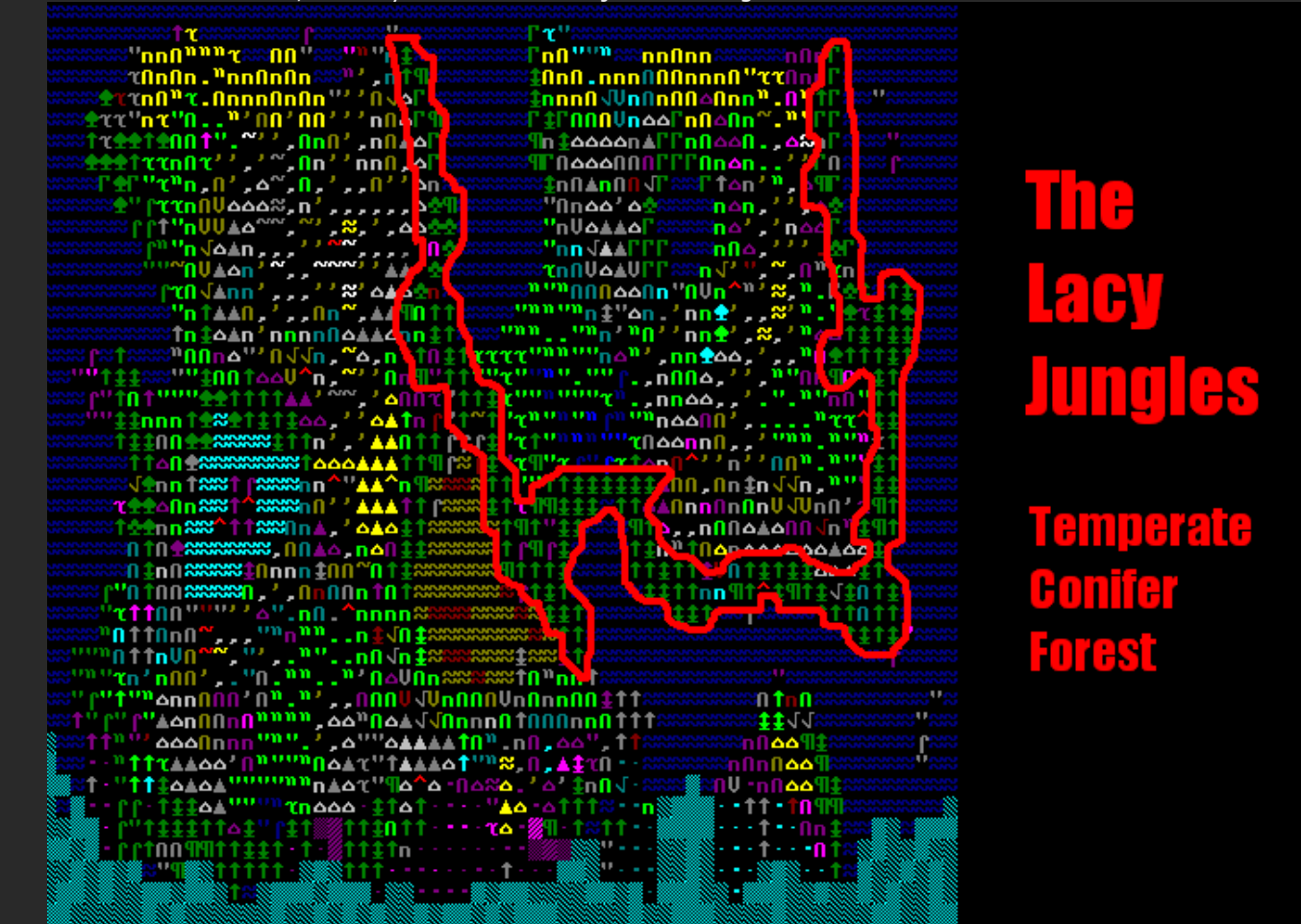
There is only one Twice-Husked.... All hail Dishmab!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Atomic Chicken** on **May 22, 2014, 04:11:16 pm**

[Quote from: kesperan on May 22, 2014, 04:02:16 pm](#)  
There is only one Twice-Husked.... All hail Dishmab!

Dishmab WILL meet his end, eventually. Don't ask me how. Dwarf Fortress will find a way.

On an unrelated note, has anyone else noticed just how huge this forest is?



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 22, 2014, 04:30:19 pm**

AKA "Fangorn"

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **May 22, 2014, 04:31:43 pm**

Quote from: Timeless Bob on May 22, 2014, 04:30:19 pm

AKA "Fangorn"

XD

I'm so totally making a fort there after my turn.

It's gonna be on a river, at the edge of the forest, and I'm gonna cut all trees I see. There'll be a tower there, too.

NOONE STEAL MY IDEA! :P

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 22, 2014, 06:12:23 pm**

I forgot to mention: The Confederacy of Inking is STILL at war with The Woods of Counselling and The Rough Tornado at present, so any adventurers from the Confederacy may be attacked in elven lands, and any elves of those two nations will be attacked on-sight in Confederacy villages.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 22, 2014, 06:15:56 pm**

The main problem with defeating Dishmab (apart from him being a sadistic killing machine in masterwork adamantine and legendary artifact sword) is actually finding him. I may have to make a new adventurer on my turn as I have no idea where Dishmab is.

Can anyone find him?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 22, 2014, 06:30:05 pm**

Quote from: kesperan on May 22, 2014, 06:15:56 pm

The main problem with defeating Dishmab (apart from him being a sadistic killing machine in masterwork adamantine and legendary artifact sword) is actually finding him. I may have to make a new adventurer on my turn as I have no idea where Dishmab is.

Can anyone find him?

Since the world is so freaking old I'm doubting that he can be found there are so many lairs. Especially near dinnerwandered.

I suppose I can count making Dishmab disappear forever without a trace as a victory.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **May 22, 2014, 07:02:37 pm**

I remain confident that he will reappear at the least opportune moment and reduce some poor bastard to a scattering of bloody chunks of gore.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 22, 2014, 08:22:46 pm**

Quote from: Eric Blank on May 22, 2014, 07:02:37 pm

I remain confident that he will reappear at the least opportune moment and reduce some poor bastard to a scattering of bloody chunks of gore.

Same.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 23, 2014, 01:52:30 am**

Dishmab returns!  
[Spoiler](#) (click to show/hide)  
(Allegorically)  
[https://www.youtube.com/watch?v=m07ISfx\\_5b0](https://www.youtube.com/watch?v=m07ISfx_5b0)

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 23, 2014, 06:21:38 am**

Quote from: Kromgar on May 21, 2014, 09:54:29 pm

Quote from: Atomic Chicken on May 21, 2014, 05:53:03 pm

You know, it's actually pretty easy to make any clothing/armour fit you by using gmeditor. All you need to do is to change the item's creator race id to that of your own race, and its size will change accordingly.

Well if bralbaard allows it then I would of edited armor to fit aco because if she had adamantine she might have been able to kill Dishmab

The differences in armor size are one of DF's features, and I think we shouldn't allow dfhack use to alter game balance or boost stats. Dfhack use is fine for writing slabs, avoiding bugs etc.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Atomic Chicken** on **May 23, 2014, 06:55:11 am**

*Previous entry (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5299330#msg5299330>).*

Throughout the rest of the week, Thone satisfied the requests of several more villagers, annihilating many beasts and adversaries from the lands and collecting their respective bounties. Having earned amongst them an impressive reputation, the villagers, who had since began calling him "The Clean Continent of Covens" in recognition of his actions, advised Thone to visit their leader, who lived in a fortress about a day's travel away. The elf did as they told him, travelling from town to town until he reached the lawgiver's keep.

No one knows precisely what happened that day, but Glenlarks himself claimed to have discovered the law-giver dead, likely having succumbed to old age. Some do not believe this to be entirely true, but no evidence has ever been brought forward to show that the law-giver's death was not a natural one.



What is certain, however, is that Glenlarks later travelled to another fortress, where he recruited a number of mercenaries and prisoners to help him raid a bandit camp that had been ambushing trade caravans on their way to the capital. The cost for recruiting so many men had not been small, but the bounty promised was a large one.

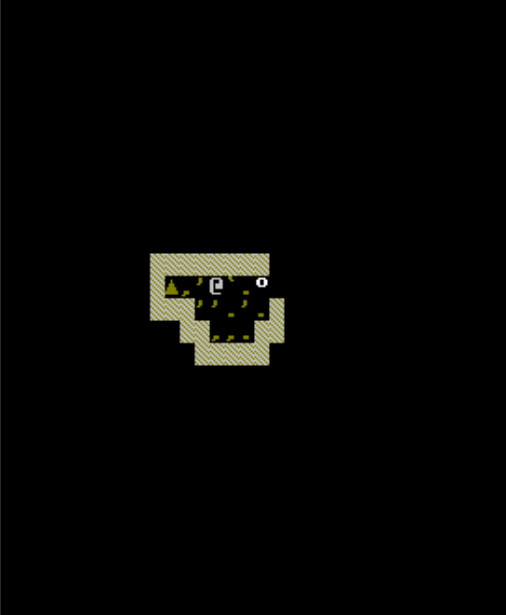
Smunstu Kedusmomosp, Prisoner: I am a prisoner of The Unions of Wiping.  
Smunstu Kedusmomosp, Prisoner: I was once a engineer.  
Smunstu Kedusmomosp, Prisoner: Please help me to escape from this place.

The band crept towards the camp at dawn, careful not to draw attention to themselves. However, the bandits had been prepared. A sudden flurry of arrows and bolts flew towards Glenlark’s men, and armed men charged from their hiding places. Caught in the ambush, the mercenaries began to fall like flies. Recognizing the hopelessness of the situation, Thone fled with a speed no man could match, fuming over his loss of revenue.



The time had come for Thone to leave this civilisation. His list of targets was beginning to diminish, and soon it would become too small for sustainable profit to be made through assassination. He would move north, beyond the landbridge, and seek new tasks there.

But first, there was one last target that Thone wished to cut off his list. Nelare Warmthtax, the villagers had named it, a fire-breathing reptile which had enjoyed terrorizing villages ever since it had settled in a nearby cave several centuries ago. The cave’s co-ordinates were well-known, but none had ever dared face the beast and lived to tell the tale. Today, Glenlarks would dare, and he would live.



Creeping past scarred rocks and charred boulders, Thone entered the dragon’s lair. A deep rumbling sound echoed around the cave walls as he moved noiselessly forward. The beast was asleep! Excellent! Moving past the scale-covered boulders that were presumably eggs, Thone reached the sleeping creature. A huge and fearsome beast, this dragon had probably lived through most of the past millennium. Nevertheless, it had its weaknesses. Sneaking along the reptile, Thone reached its neck. Here Glenlarks stabbed, rapidly.

The dragon was dead before it could open its mouth.



The Dragon in the throat with your large iron dagger, tearing  
A major artery has been opened by the attack!  
Dragon has bled to death.



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 23, 2014, 09:37:25 am**

Lucky. I kept looking for a Dragon after I encoutnered that one in the cave but could never find one again

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 23, 2014, 10:33:52 am**

There is a zombie dragon scale (it's reanimated skin) in Sunkengem along with a zombie reptile man, a zombie donkey and 769 ant and reptile men...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 23, 2014, 11:35:35 am**

Quote from: kesperan on May 23, 2014, 10:33:52 am  
There is a zombie dragon scale (it's reanimated skin) in Sunkengem along with a zombie reptile man, a zombie donkey and 769 ant and reptile men...

I grabbed a zombie dragon at sunkengem... Or was that in my own playings of teh game before? I recall finding a zombie dragon at sunkengem near the lava pit killing it and taking it to Dinnerwandered

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 23, 2014, 08:00:15 pm**

Reclaimed Sunkengem in a parallel version of the game in my continuing quest to find Dishmab.

1079 animal men in the caverns and a human necromancer chilling with a few zombies. No Dishmab.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 23, 2014, 10:49:40 pm**

Quote from: kesperan on May 23, 2014, 08:00:15 pm  
Reclaimed Sunkengem in a parallel version of the game in my continuing quest to find Dishmab.  
  
1079 animal men in the caverns and a human necromancer chilling with a few zombies. No Dishmab.

Well... yeah he wouldn't BE in Sunkengem. I had to take him to the zone south of sunkengem so I could fight him lag free.

Edit: Just checked made a fortress in the area... There is nothing there he must be wandering the world or going to a lair nearby or somethign

Edit 2: The... The adamantine axe... ITS MISSING! It just disappeared! Mergedspies the Saffron of Diamond has disappeared after the death of Aco... by Dishmab Norhtmanor the Mute Saffron Soot.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 24, 2014, 09:08:25 am**

Can we unretire Dishmab to see where he is, or does the unretiring bug affect him, too?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Tehsapper** on **May 24, 2014, 02:54:40 pm**

After hours of consultations and walking around, Aran finally figured out what was happening. Basically, dwarves cut down the entire beatiful mountain forest of The Prime Crest to fuel their monstrous smelters and sick forges over the years. With no trees to support the soil, it quickly started to erode away, and soon there was only bare obsidian. Aran persuaded the dwarves not to chop anything down in next three hundred years at least. ('That hippie went stark raving mad! This cursed land isn't going to grow anything anyway!') To top this off, some human who have received the secrets of death from gods thought that it would be a great idea to build there a tower and assemble a cult of necromancy from other fools, corrupting the pure nature of this place in process. There were also some vampires and werebeasts, created by clueless mortals defiling the temples of omnipresent gods. Such perversions of nature must be exterminated, along with those who adore it, to preserve the natural beauty and balance, and protect the future from the mistakes of past.

'Perhaps someday I'll see the world restored and as good as on the day of it's creation'

That why he packed his things, bade farewell and moved further into the dwarven town of Clinchedarrows, in hopes of gaining some able-bodied companions on his difficult path, no matter how he and his folk hated towns.

'Towns are a demonic creation of a mortal perverted mind, consuming the lives and resources of everyone around and inside it.'

The city was in a disasterous condition, even an elf would feel that. Almost every house was empty, severely damaged and rotting down. What's the point in building what you can't maintain, if it is going itself to return to the pristine state? The so-called seweress were full of corpses and disgusting filth, not water. The streets were absolutely empty, and only some stray pigs roamed around.

Spoiler (click to show/hide)

Until he found the bazaar. A place where dwarves or humans bring the butchered, maimed and tortured parts of poor animals to trade for other tools, created by careless exploiting of their lands. Several dozens of dwarfs, scattered around on an uneven ground, all sleeping and shaking the ground with their thunderous snoring. Aran had no need in them, so he moved forward. The town hall, where the High Council should be residing, as the hill dwarves told him, was just plainly abandoned. Somehow there were only corpses lying around. Aran took his time to get some steel armor that was there in a pile of other goods, all covered in especially old dust. It was obvious that Aran was on his own in this cruel world, as no dwarf would help him in his 'crazy' task. He couldn't even find a single warrior fit for his journey. He started out with vampire removal in the sewers. Despite his disgust, he did what he must, and there were two vampires less in this world. The miserable citizens said, that both beasts killed like a thousand of dwarves and their animal folk together, a really big number. Three more remained, as they hid in the deep, unaccessible parts, filled with water.

Seeing that he could do nothing more there, he moved away into Callbrockades, where one more vampire was located. Little did he know how this place is going to greet him.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 24, 2014, 03:43:23 pm**

Quote from: TheFlame52 on May 24, 2014, 09:08:25 am  
Can we unretire Dishmab to see where he is, or does the unretiring bug affect him, too?

This won't work. Scrolling to the third page when choosing your adventurer crashes the game.

If I did manage to find Dishmab on the list I assume I'd get a nemesis unit load error as the client would open the zone it expects him to be in (the necromancer town Pinescamp where I retired him or Sunkengem where he last lived) and wouldn't find him.

I guess he's lost to history.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Argonnek** on **May 24, 2014, 05:05:32 pm**

Wouldn't legends mode know where he is? If he's taken to living in one area, it'll be recorded there.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **May 24, 2014, 10:23:57 pm**

[Quote from: Argonnek on May 24, 2014, 05:05:32 pm](#)  
Wouldn't legends mode know where he is? If he's taken to living in one area, it'll be recorded there.

He is lost to time. Aco's death was a sacrifice that banished Dishmab from this world sending him to the heat death of the universe where he is the only living thing and his magma entrenched form is the only thing stopping the heat death of the universe for he is now an eternal source of energy

(I checked Legends the last entry says he raised Aco as a zombie... which he didn't do)

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 25, 2014, 06:16:48 am**

It's obvious if you think about it: Dishmab took the final step past mortality into self deification. Pretty much, I'm thinking that he finally transcended the mortal world altogether and became a new god. (Associated with Death, War, Metals and Magma).

All hail Dishmab, newest deity of the Portentous Domain!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Argonnek** on **May 25, 2014, 01:38:45 pm**

I'm sure he'll be more of a hands-on deity, though. Not like those other jerks who just occasionally curse someone or pass down a slab. I mean, what's a death god without a rampage every now and then?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 26, 2014, 05:52:08 pm**

Liking your stories so far Tehsapper and Atomic Chicken, keep them coming!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Tehsapper** on **May 27, 2014, 03:39:08 pm**

Finally, after hours and hours of walking over the mountains and admiring the dull landscape of the Prime Crest, at night Aran arrived to the hamlet of Callblockades, barged into some crude dwarven shack and immediately went into the world of dreams.

He had a strange set of dreams, something he has never experienced or, rather, that never really bothered him: he recalled the days of his childhood, when the world was brand new and promising something, and the new race was finding its way in peace. Then he recalled the days he spent gazing onto the Ashen Ocean, hoping to find something interesting in the dark, endless waters. Aran recalled the dim images of his friends, killed ages ago, be it a minotaur rampage or goblin assault. He even caught *her* glimpse, before everything fading away...

And so he woke with a terrible fever. He swore his skin was lava-hot, and that his head was going to explode. Some of the most poor and dirtiest dwarves he had ever seen had that grave fever too, moaning from time to time in their sleep

'Where did I end?'

The Fatal Wastes opened before him as he opened the door. The red, furious sun was rising up, illuminating the boring wastes of bones and brown filth and grime. If only it could purge the evil...

He heard a soft cracking in some of the houses. He opened the door to see the most shocking picture: a rotting body of some dead dwarf was mauling other, living dwarf to death. And then the freshly-killed body would stand up too, and maim the living, spreading the disaster. Aran had no choice but to put those monstrosities down, to no avail, as they kept raising up and up. Soon the citizens woke up, and with terrible screams they started to fight.

'Could the vampire be the source of this?' - he thought as he ran off from one house to other, seeking the rogue miner vampire.

It was standing in a corner, smirking at the despair of others. Aran called him out on his depraved nature, and the enraged townfolk, that before might've been scared or not, quickly disposed of the vampire, while having to deal with newly raised corpses.

The outbreak had no brakes, and Aran did not want to end up like the zombies, forever doomed to wail around in this cursed land. He decided to flee, as he couldn't help them yet, and frankly, it wasn't his personal problem. The agonizing screams were pretty horrifying anyway. There was an other place to check, some werebeast cave.

'This shouldn't be a big problem' - he thought, but something wasn't quite right.

And indeed, when he approached the beast, it was killed by Aran with no much effort, with swift and precise stabs of his trusty dagger. But as he ventured further into the dug out lair the creature called its home, he heard strange sounds. The massive bleeding body, partially covered in fur, which was partially plucked out, stood up behind him.

Aran tried to stab it with his hefty steel spear, but it merely tore some muscles. Immediately he received a bone-shattering punch into his right shoulder, causing him to endure the pain he has never known before. He tried to run away, but the steel clench of the beast was unbreakable, and Aran was too weak and soft, and already bleeding out, and he was losing his conciousness under the strikes...

'Did it really have to end like this?'

[Spoiler](#) (click to show/hide)  
I will upload the turn save later today, sorry for the inconvenience

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **May 27, 2014, 04:39:47 pm**

killed by an undead were-creature. Wow, that sucks. However, it's also a few places where the God Dishmab isn't hanging out, so that narrows the list down a bit

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 27, 2014, 05:25:50 pm**

Dishmab surveyed the landscape grimly.

The rancid corpse of the thrall-fiend Aco Knitadmire was spattered over a good half mile of terrain, a mess of teeth and limbs and bones. Dishmab had methodically hacked at the traitor, ensuring the husk suffered slowly and in unimaginable pain.

Dishmab sank to his knees. Aco Knitadmire had slain demons and dragons and was an unmatched warrior in combat, and Dishmab had cleaved

through him like wet paper. The Deathlord realised there was no challenge left in the Portentous Domain for a creature such as him.

YOU HAVE DONE WELL MY CHILD. The voice seared in his skull again. The same voice Dishmab heard at the edge of death and sanity deep in the magma of Sunkengem.

IT IS NOT OFTEN THAT I BLESS A MORTAL WITH THE GIFT I BESTOW UPON YOU NOW.

Dishmab felt... different. A strange knowledge filled his mind. He was eternal, immutable. The mortal world was no place for a being of such strength and power.

WELCOME TO THE PANTHEON, MY CHILD, spoke Armok.

\*\*\*

With a thud, Dakost Stonegleam the Dark Bishop slammed his masterwork microcline gavel into the electrum slab on the plinth above the faithful brethren and spoke thusly:

“This is why, we the Cult of Dishmab, have founded Northmanor the Unholy Cathedral,” his voice like gravel through spit-flecked beard.

“We will swear fealty and bow in reverence to the dwarf who became the Fist of Armok. And we will cleave untold skulls in His name.”

The hall of the Unholy Cathedral erupted in a great cry, and the devout knew they were blessed.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 27, 2014, 06:12:50 pm**

ALL HAIL DISHMAB

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **May 27, 2014, 08:32:32 pm**

Quote from: TheFlame52 on May 27, 2014, 06:12:50 pm

ALL HAIL DISHMAB

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Tehsapper** on **May 28, 2014, 12:02:29 pm**

Quote from: Timeless Bob on May 27, 2014, 04:39:47 pm

killed by an undead were-creature. Wow, that sucks. However, it's also a few places where the God Dishmab isn't hanging out, so that narrows the list down a bit

Yeah, that was pretty unfortunate. That thing was just a werebeast on steroids, I had no problems killing millenia-old vampires and so on, but it was just too strong.

So because I had more time for fortress-building than usual, I decided to build a really big world tree, named Evertree, in honour of upcoming version where we will have real trees with climbing and coconuts. That took more time than I thought, because it was pretty complex to build. It has an unusual sort of treasure, which I won't spoil. If I messed something up, please contact me.

Here is the save: <https://www.dropbox.com/s/vgkilv43vrou9wu/museum66.rar>

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 28, 2014, 01:15:33 pm**

If it's anything near awesome as your last fort, I'll have to explore it immediately!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 28, 2014, 05:17:19 pm**

Quote from: Timeless Bob on May 27, 2014, 04:39:47 pm

However, it's also a few places where the God Dishmab isn't hanging out, so that narrows the list down a bit

There's no longer a valid reason to complain when someone runs into one of Eric's mummies. After all, the person was lucky not to run into something far, far worse.

I've send Plancky a PM, I'll update the map sometime later with the new fortress..

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Plancky** on **May 28, 2014, 06:25:46 pm**

Save downloaded, will start an adventurer tommorrow.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Plancky** on **May 29, 2014, 11:39:26 pm**

This is the story of Dumed Kekimurist "Dumed Splatterdagger" a dwarf from the dieing dwaven civilization of The Galley of Saftey"

*13th of Felsite, 1183*

I find myself in this lovley roach infested hamlet of Paddlecuddle. Whish is part of The Virtuous Empire. I was a guard to a trade caravan that I somehow managed to loose, or they lost me. Not really sure which is the case. Either way I find myself here, alone, and far from the last vestige of my civilization. Luckily I still have some cave lobster, water, my copper shield and silver mace. I guess I should talk to the locals and find out about my surroundings. No sence in wandering blindly about. No idea why they think Ironhelm the Ocean-Castle is of any relevent info, considering it is on the other side of the world. But it is far closer to home than this roach infested place is, so it warms my heart a bit.

Spoiler (click to show/hide)





I wander around the town while I decide what I'll do next. I come upon a house covered with gore on the inside. In it stands four Humans. A bonedocter, dyer, spinner and an hebalist. The dyer, herbalist, and spinner are all injured in some way, standing or laying next to a corpse of a hammergoblin. While the doctor is fine, but has the blood of the dead goblin dripping from her dagger. The seen makes me feel unprotected so I don the dead goblin's iron helm and iron mail shirt. Assuming that the doctor would need help I ask if I can be of service. The doctor says yes, That I should go kill a vampire in the nearby hamlet of Nameknit. This vampire has supposedly killed over 1300 in its time. Since the doctor was more interested in sending me on my way to kill someone, I asked the dyer if he had any need of service. He proceeds to loudly tell me I should confront in kill the local bonedocter, whom the whole town is conviced is a vampire.

[Spoiler](#) (click to show/hide)



I accuse the doctor, to which she proceeds to fly into a rage. We all rush her. I swing my silver mace right to her head, getting the first blow in, bruising her spine. Next thing I know she with her copper slicing knife she slices the herbalist's head clean off. Shorty after that the poor dyer's head goes rolling away from its body also. I get some more blows in but I am not doing any serious injury. The vampire bites the spinner's third finger on his right hand and rips it off with her mouth. Suddenly the vampire is all over me slicing wildly. I try to flee....to no avail.

[Spoiler](#) (click to show/hide)



You are deceased. Press **ESC** to finish.

Ouch! Died in the town I started in.

# Eek, how did that happen?

Also... I like your sig :)

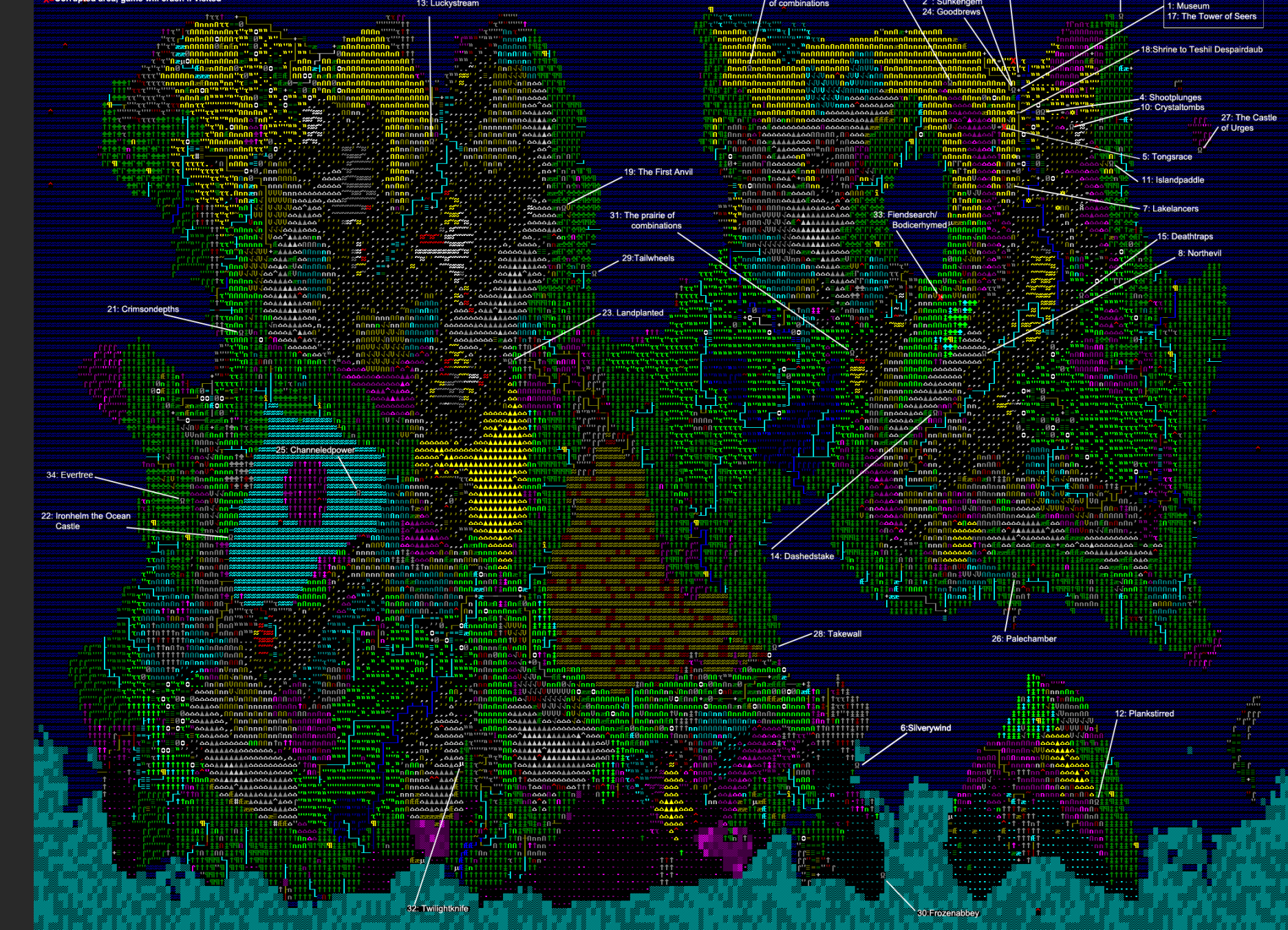
And it looked like such a friendly town... (except for the roaches).

I've added the Evertree to the worldmap, it lies close to Ironhelm the Ocean Castle.

34: Evertree Build by Tehsapper. Elven legends predict a time in the future when trees will grow as tall as castles, and elves will rule the world. Nobody believed them, until, recently, the Evertree was found.

Spoiler (click to show/hide)





Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Plancky** on **May 30, 2014, 09:43:13 am**

Was the local bonedocter who worships a god of pregnancy. I still wonder how the game decided where nonhumans start, the dwarven civ I picket had one hamlet on the other side of the continent. Full story now up, short but up. I guess on to a fort.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 30, 2014, 11:54:52 am**

I've discovered why human adventurers travelling from Dinnerwandered to Goodbrews are being attacked on sight.

The Rough Labor (Dumaterith) are currently at war with the Realm of Ancients (Omon Woge), and have been since 1146, after an "incident" in Goodbrews. Perhaps Timeless Bob can elaborate...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **May 30, 2014, 02:04:53 pm**

I'VE BEEN SIGGED  
I HAVE RISEN FAR IN THE RANKS OF FORUMITES, AND I MAY NOW CLAIM THAT I AM WELL-KNOWN  
SWEET

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **May 30, 2014, 09:34:26 pm**

Quote from: TheFlame52 on May 30, 2014, 02:04:53 pm  
I'VE BEEN SIGGED  
I HAVE RISEN FAR IN THE RANKS OF FORUMITES, AND I MAY NOW CLAIM THAT I AM WELL-KNOWN  
SWEET

Sig-texting.

Hehe.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **NAV** on **May 30, 2014, 10:56:38 pm**

Iton Stasisship was mentioned in the image! He was my adventurer. A mummy reanimated him at the Tomb of Heroes.

Could you please move me down a few spots in the waitlist? My computer is broken.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **escondida** on **May 31, 2014, 12:01:13 pm**

Obviously it'll be a while before a turn opens up, but I'd love to take a turn.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **May 31, 2014, 04:57:23 pm**

I'll add you to the list, I'll also move NAV down two spots.

Edit: that means Kesperan is the next person on the list, once the save is uploaded.  
Now is the time to bring sacrifices to Armok, and pray that Dishmab has been hidden well enough, for if he is not we sure are in a lot of trouble.



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **May 31, 2014, 06:29:30 pm**

I have no idea where he is.

I will have to make a new adventurer.

Can't decide if it will be Human, Elf or Dwarf...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **deepfreeze78** on **June 01, 2014, 11:16:40 pm**

Hey can I be added to the list? This sounds like a really neat concept.

Just so y'all know, my adventurer will not last long. I think the longest lived adventurer I've had even as demigod is like a couple hours... I'm not very good at this to be honest.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Argonnek** on **June 02, 2014, 12:12:33 am**

Don't worry about surviving for long. None of my characters have lasted more than a few days.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **June 02, 2014, 02:57:21 am**

1146... I'll have to refresh my memory of that. I want to say that the human caravan encountered a metric ton of invaders and may have shot up some of my wandering livestock, but don't quote me on that...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **June 02, 2014, 11:01:24 pm**

Quote from: Argonnek on June 02, 2014, 12:12:33 am  
Don't worry about surviving for long. None of my characters have lasted more than a few days.

You have to wrestle my boy. Also put points in dodge and shield over weapon training.

Also why is no one talking about the biggest update to adventure mode ever?

Things are going to be insane. Climbing trees is going to be neat. I might create a sneak character with a crossbow or a bow and arrow.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **June 03, 2014, 02:04:05 am**

Personally, I'm excited about the new fortress designs required for invaders that will not only path through carefully placed trap halls but up and over fortifications too. We'll finally have a reason to pave a road or a series of farm plots around the walls to keep saplings from growing into adult trees that will then become living seige ladders... Likewise, careful pruning of multi-square trees will finally give us the ability to craft living towers through grafting, splicing and - arbortecture will be an actual thing.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **June 03, 2014, 08:16:35 am**

Quote from: Timeless Bob on June 03, 2014, 02:04:05 am  
Personally, I'm excited about the new fortress designs required for invaders that will not only path through carefully placed trap halls but up and over fortifications too. We'll finally have a reason to pave a road or a series of farm plots around the walls to keep saplings from growing into adult trees that will then become living seige ladders... Likewise, careful pruning of multi-square trees will finally give us the ability to craft living towers through grafting, splicing and - arbortecture will be an actual thing.

TREE BUILDINGS ARE YA AN ELF?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **notquitethere** on **June 03, 2014, 09:03:04 am**

I, for one, am hyper-excited about the updates to Advenutre mode and can't wait to play an adventuring community game in a month's time.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **June 03, 2014, 09:41:45 am**

Quote from: Kromgar on June 03, 2014, 08:16:35 am  
Quote from: Timeless Bob on June 03, 2014, 02:04:05 am  
Personally, I'm excited about the new fortress designs required for invaders that will not only path through carefully placed trap halls but up and over fortifications too. We'll finally have a reason to pave a road or a series of farm plots around the walls to keep saplings from growing into adult trees that will then become living seige ladders... Likewise, careful pruning of multi-square trees will finally give us the ability to craft living towers through grafting, splicing and - arbortecture will be an actual thing.

No, but I may play one on TV...

TREE BUILDINGS ARE YA AN ELF?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **June 03, 2014, 11:38:18 am**

Quote from: kesperan on April 23, 2014, 07:18:28 pm  
Quote from: Bralbaard on April 23, 2014, 03:57:51 pm  
... I have a sketch of Dishmab fighting the grey fiend somewhere...  
:D :D :D

Still hoping Bralbaard finds time to do this. Or Dishmab's descent into the magma. Or his battle with Aco while on fire with boiling reptile man blood steam roiling off his armour ...

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **June 03, 2014, 03:08:57 pm**

Quote from: Timeless Bob on June 03, 2014, 09:41:45 am  
Quote from: Kromgar on June 03, 2014, 08:16:35 am  
Quote from: Timeless Bob on June 03, 2014, 02:04:05 am  
Personally, I'm excited about the new fortress designs required for invaders that will not only path through carefully placed trap halls but up and over fortifications too. We'll finally have a reason to pave a road or a series of farm plots around the walls to keep saplings from growing into adult trees that will then become living seige ladders... Likewise, careful pruning of multi-square trees will finally give us the ability to craft living towers through grafting, splicing and - arbortecture will be an actual thing.

No, but I may play one on TV...

TREE BUILDINGS ARE YA AN ELF?

They make great camouflaged marksdwarf cover, at least.

I'm too excited to think about it right now. I just want to hurry up and get electricity in my cabin so I don't have to drive all the way into the city to use a public computer to play DF.

Also, there is nothing wrong with my mummies, Bralbaard! It's a challenge! Think how much less we'd have to do in this world by this point if there weren't mummies to hunt down.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **June 03, 2014, 03:47:40 pm**

Quote from: Eric Blank on June 03, 2014, 03:08:57 pm

Also, there is nothing wrong with my mummies, Bralbaard! It's a challenge! Think how much less we'd have to do in this world by this point if there weren't mummies to hunt down.

True. When I started the game I fully expected the world to be drained of challenges after say, a turn or ten. The next version of DF, where the world is a living, evolving thing after worldgen will be even more fun..

Also, drawing Dishmab is still on my to do list but obviously I should finish drawing my own adventure first.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **June 03, 2014, 04:39:04 pm**

Since the world changes, we are definitely only going to generate to year 2. All the time that passes will come from player forts. And adventurers will shape the course of history.

Imagine. New Dinnerwandered gets attacked by an army of goblins, led by a demon. Dishmab II, with the help of a few other semigods, defeat the siege easily.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **deepfreeze78** on **June 03, 2014, 06:44:38 pm**

Quote from: Bralbaard on June 03, 2014, 03:47:40 pm

True. When I started the game I fully expected the world to be drained of challenges after say, a turn or ten. The next version of DF, where the world is a living, evolving thing after worldgen will be even more fun..

Also, drawing Dishmab is still on my to do list but obviously I should finish drawing my own adventure first.

Hey can I be added to the list? I guess you missed my post earlier because it was on a different page.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **June 03, 2014, 06:47:42 pm**

Are we sure the NPC civilizations will generate new sites after worldgen? If they don't build and develop new settlements, we could wind up with a miserably boring world or be forced to do it for them.

Same issue with night creatures if deities don't curse people or create slabs for necromancers during play; one or two vampires, no necromancers, and night trolls might not take and convert spouses properly. Might have a ton of one or two varieties of werebeasts, though, if they go around biting people. Also, mega and semi-mega beasts dont breed during play right now because most of them dont have a CHILD:x token, but they'll breed in worldgen, which helps keep them from going extinct too quickly during worldgen.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **The Lupanian** on **June 03, 2014, 08:58:51 pm**

I think you should still generate an old world so there will still be stuff to do from the get go

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **June 04, 2014, 01:32:23 pm**

So are we going to start a new Mueum thread with a seperate turn list for the new version?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Plancky** on **June 04, 2014, 02:00:39 pm**

Here is the save. <https://www.dropbox.com/s/stkt102549gwxcv/museum67.zip> (<https://www.dropbox.com/s/stkt102549gwxcv/museum67.zip>)

I would also like to sign up dor another turn.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **June 04, 2014, 02:05:41 pm**

I guess we'll just have to see what keeps going after worldgen to see what age of world to generate.

Also I still can't get over being sigged.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **June 04, 2014, 02:14:49 pm**

I've added deepfreeze78 and plancky to the list.

From what I've read Eric is right. A lot of aspects of the game won't continue after worldgen, so I think it will be best to generate a world with a long history, after all, uncovering what happened in the past is a lot of fun too.

I'll post information about the new game once the new DF version is released, and it likely won't start untill there is a reasonably stable version. If were going to have another two year game we better be sure we don't get stuck with game-breaking bugs that could have been avoided by waiting a few weeks. Given toady's accuracy in predicting release dates I also would not get too exited just jet ;).

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **June 04, 2014, 02:16:39 pm**

I'll download the save tonight and get started. It will feel strange without Dishmab, my new guy has some big boots to fill!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **deepfreeze78** on **June 04, 2014, 02:23:22 pm**

Quote from: Bralbaard on June 04, 2014, 02:14:49 pm

From what I've read Eric is right. A lot of aspects of the game won't continue after worldgen, so I think it will be best to generate a world with a long history, after all, uncovering what happened in the past is a lot of fun too.



I thought that the major selling point of the new update was that the world's history was going to continue a whole lot more after world gen. If we did a longer history, then wouldn't much of the megabeasts and semi-megabeasts be dead, leaving us with a rather easy/boring world, with nothing to kill but bandits and necromancers?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **June 04, 2014, 02:44:21 pm**

The new version will definitely be much more alive after worldgen than the current, however certain things won't continue.  
By picking the right worldgen settings it should be possible to generate a long history world with plenty of megabeasts. The current game for example was generated with over 1000 years of history, but started in the age of myth (which I think means at least 80% of megabeasts were still alive).  
We still have plenty of megabeasts and are still in the age of legends despite all the hordes of adventurers that have pillaged and tortured this world over the past two years, so running out of megabeasts is no big concern.

Starting right after worldgen would leave us without any full-grown dragons, and none of the megabeasts will have any history to them. I however agree that it would be an interesting experiment. I think there would be enough people interested too, so I encourage anyone who wants to start such a game. More adventuring games would be a good thing to have.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **deepfreeze78** on **June 04, 2014, 02:49:42 pm**

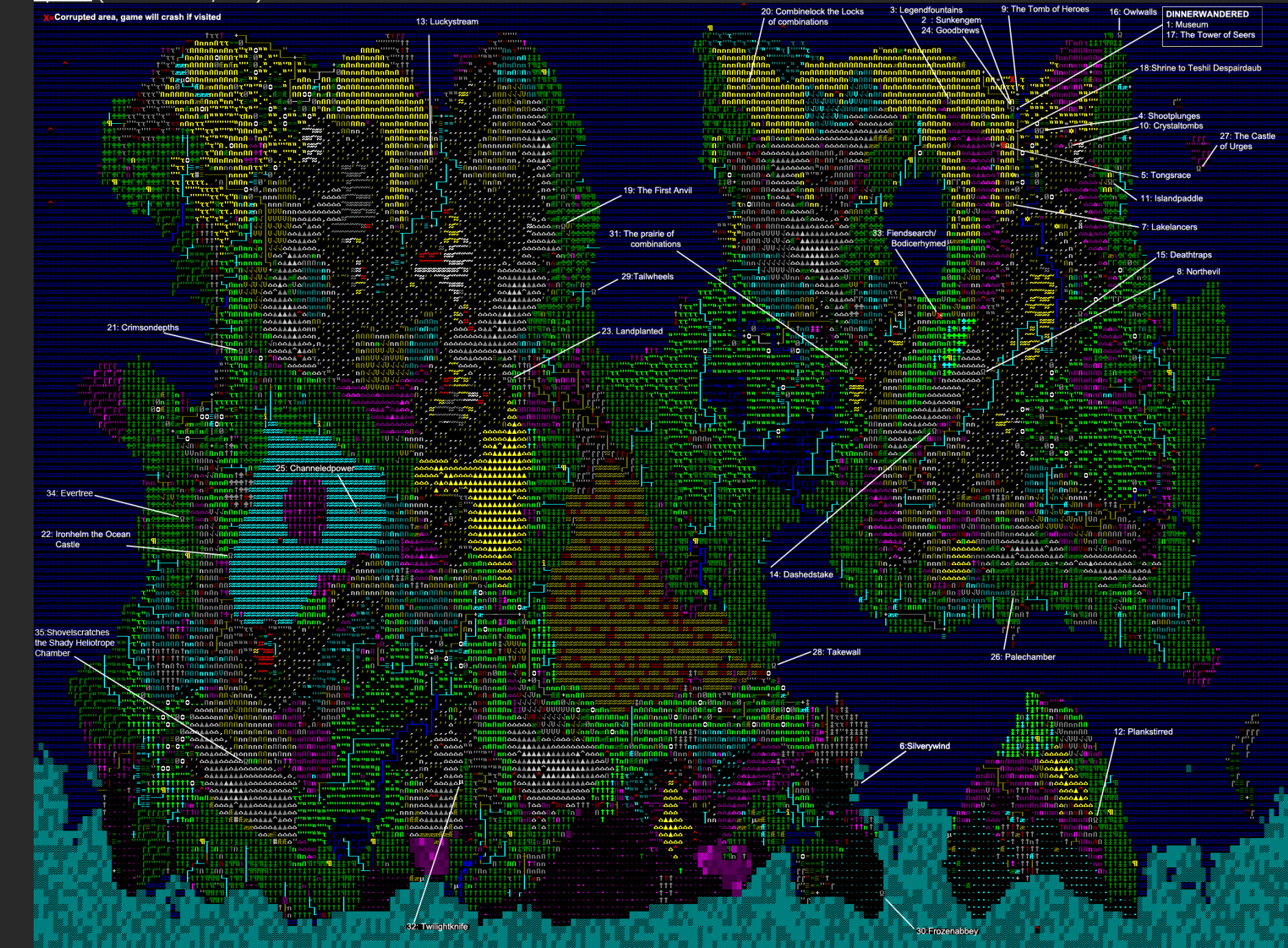
Oh wow, that's weird. I've never generated a world longer than 250 years, and even then most of my 250 ear old worlds end generating in at least the age of legends.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **June 04, 2014, 03:04:26 pm**

I do recall that I spend quite some time tweaking worldgen parameters to influence megabeast survival. In addition, the world was generated in df 34.05, not the most recent version, I don't know if that had an effect on allowing such a long worldgen with high megabeast numbers.

I've added "Shovelscratches the Shady Heliotrope Chamber" to the map.

Spoiler (click to show/hide)



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **June 04, 2014, 05:32:25 pm**

Is there a competition for the longest fortress name???

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **June 04, 2014, 05:33:47 pm**

To be fair there are very small civilizations in the game and the vampire king of dinnerwandered ate most of the city. There are werecreatures everywhere and a civilization worth of night creatures. Also the entire western continent is devoid of life save some dwarves

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **June 04, 2014, 06:22:10 pm**

Sign me up again if the new museum isn't goign to get a new thread

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Tehsapper** on **June 05, 2014, 10:14:56 am**

I'd like to sign up again, as there is a good chance I'll be playing after the fabulous release. I want a share of some kingdom and advanced stealth action too!



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **June 07, 2014, 09:15:17 pm**

Just a quick update to say my game is going well, have explored two sites so far, and my guy is still not dead.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **June 08, 2014, 08:14:41 am**

Quote from: kesperan on June 07, 2014, 09:15:17 pm  
Just a quick update to say my game is going well, have explored two sites so far, and my guy is still not dead.  
New High Score!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **June 08, 2014, 04:22:04 pm**

But are you undead yet? You're not cool until you're undead. :P

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **June 08, 2014, 04:24:18 pm**

2 cool 4 life

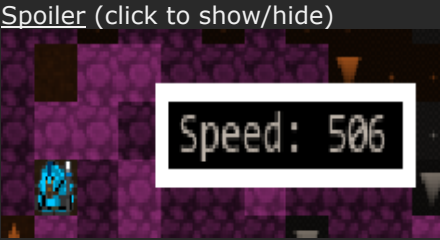
Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **June 10, 2014, 07:43:53 pm**

Good news everybody!

I am nearly finished my adventures. My adventurer Kosoth Griffonblazes is at the outskirts of Dinnerwandered with some wondrous treasures.

Hopefully I will have time to build a fort if the wife lets me.

I was worried about making a new guy to live up to Dishmab. However, I think this guy would probably beat Dishmab in a fight...



([http://s1329.photobucket.com/user/kesperan/media/Dwarf%20Fortress/The%20Museum/Kosoth/teaser\\_zps43013920.png.html](http://s1329.photobucket.com/user/kesperan/media/Dwarf%20Fortress/The%20Museum/Kosoth/teaser_zps43013920.png.html))

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **deepfreeze78** on **June 10, 2014, 07:53:04 pm**

What a speed demon.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **June 11, 2014, 05:19:29 am**

506 is a significant number. It's 60 % of 816 which is 60% of 1290.

These numbers may be familiar.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **June 11, 2014, 01:32:35 pm**

And if I'm reading the tileset right he's wearing adamantine too.. The world is (twice) doomed.

And Kesperan manages to bring the news like this:

Quote from: kesperan on June 10, 2014, 07:43:53 pm  
Good news everybody!

Ah well... I'll update the turn list.  
Don't be afraid too sign up now that the new version is on the horizon. There will likely be an option to have your turn transferred to the waiting list for the new game (for those that want to) when the new version hits. That way we know for certain that we have motivated people for both games.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **deepfreeze78** on **June 11, 2014, 10:16:59 pm**

Quote from: Bralbaard on June 11, 2014, 01:32:35 pm  
And if I'm reading the tileset right he's wearing adamantine too.. The world is (twice) doomed.

I'm pretty sure that only mean's hes legendary in some weapon skill, not sure which. I use the same pack, and I've seen that plenty of times without ever being anywhere near adamantine.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **June 12, 2014, 01:49:11 am**

This world can never have enough husks, can it?

We must construct the depths of husks, a dungeon only the mightiest un-redead could endure!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **June 12, 2014, 04:45:15 am**

Quote from: deepfreeze78 on June 11, 2014, 10:16:59 pm  
Quote from: Bralbaard on June 11, 2014, 01:32:35 pm  
And if I'm reading the tileset right he's wearing adamantine too.. The world is (twice) doomed.

I'm pretty sure that only mean's hes legendary in some weapon skill, not sure which. I use the same pack, and I've seen that plenty of times without ever being anywhere near adamantine.

He's a legendary spear user. Given the spear he's holding.



Having rested in an abandoned house, and belly and pack full of water and berries I set out west, intending to make good distance while the sun is in the sky. None of the merchants here will accompany me, and the long trek will be lonely. I have jotted down what Uncle Nod told me of nearby places on my map, and there is a rumour of a serpent man outcast lair not far from the city walls. I decide to test my mettle and my skill with the spear on this foul creature.

I arrive upon the lair at midday, and it is eerily quiet. I venture inside, heart pumping in my chest. I have discovered the den of the serpent man were-monkey Sposmo Cruxhail the Disperasal of Scholars!

The snake-man hisses in fury at being challenged, shouting his list of victories, as if I cared. I feel strangely calm as I leap at him, aiming at his head with my spear. He raises his hands to block the strike when I feint low, opening a deep slash across his torso and spearing his guts. He chokes in rage and pain, retching and spluttering, and as he is unbalanced and dazed, I sink my spear through his soft serpentine skull... first blood to Kosoth!

[Spoiler](#) (click to show/hide)



A short distance north is a second lair, home to a filthy, impressively fat human woman. I assume by her feral demeanour that she is a were-beast of some kind in peasant form. She gibbers and slavers as she leaps at me. With only soft pink flesh to defend her, she has no chance against my steel, and I strike Rusna Wealthscradles down.

Leaving the dank lair, I travel north along the main road heading to the nearby towns and fortresses in search of some armour, and arrive at the human fortress of Cavesenses. It is a great yellow building, standing proudly astride a roaring waterfall. The fortress is long deserted, but I do find a curious thing – a slicing knife carved from a sliver of the gemstone aventurine.

### 10th Hematite 1188

I travel along the well-used road north when all of a sudden I am ambushed by three human outlaws! Their leader, a bowman, stumbles and falls stone dead, clutching her throat. Another bad case of mortality, I ponder. The hammerman and pikeman who advance on me have iron weapons and a mad determination in their eyes.

I drop my burdening equipment and leap into a murky pool, evading the lackeys who cannot swim. Sneaking to the corpse of the leader, I have a cunning plan. I retrieve her silver arrows, and launch them at my assailants. My hours of practice knapping and throwing stones back home pay off, and solid arrows lodge in soft organs. The panicked bandits are quickly put down by the point of my spear through their skulls. I take some arrows and an iron shield with me before heading again northwards towards civilisation.

[Spoiler](#) (click to show/hide)



On my journey north I am ambushed yet again, this time by an angry and very hungry black bear. I throw two silver arrows at it, which thud into its chest. It skids to a halt a few feet from me, and a spear through the face means bear meat fills my belly tonight. I take its skull as a trophy.

To the north east is a bandit camp, which I cautiously approach. The bandits have long since been slaughtered, their skeletons scattered. It would appear these bandits were hacked to death by Dishmab himself!

Night is falling as I spot the city on the horizon, and so I spend a restless night in the tomb Ivoryamaze, taking care not to disturb the dead. The human tomb will have no armour fit for a dwarf and I dare not anger a malevolent mummy.

In a lair on the outskirts of the nearby city, I find a handful of dismembered peasants and bizarrely an undead kobold. The kobold collapses after a swift spearshaft to the face, and in the back of the cave I find a were-creature, a goblin caked scrabbling in filth. The goblin is naked and whimpers as I strangle the life from him.

I head onwards into the city of Spiritfrill itself, capital of the human civilisation of the Kingdoms of Garlic. In the keep I find only elves, the humans long dead. I travel to the top floor of the keep hoping to find the lawgiver.

The room is deserted, and in one corner is the mutilated corpse of an amphibian man in fine if very small clothing. It is initially unclear who killed this being but it is apparent he has been dead some time, and if he was the lawgiver of the Kingdoms of Garlic, most probably a vampire.

I search the corpse of Gustem Erasesearches, who was clearly a vampire, decked as his corpse is in human bone jewellery. The fatal spear wounds seem to be from an elvish spear.

History records he was confronted and unmasked as a vampire by Ini Passskirt the Contested Dale, and the killing blow was from her elven follower Lasiv Adorebases, 61 years ago. I take his mastercrafted silver knife.

### 11th Hematite 1188

I travel around Spiritfrill and the nearby towns. I have scoured all the forts I can find and none has any armour, no elf or dwarf or goblin corpses to



loot.

I look at the map I have made. The dwarf forts I learned about earlier are many leagues away through evil wastes and goblin infested badlands... it will be a long and arduous journey.

16th Hematite 1188

I have travelled for many days and I have been very lucky, not to incur the wrath of goblin patrols or night creatures. I am now deep in goblin lands, and I travel by stealth through the barren landscape.

I sneak into a goblin town Entrancedjackal at dusk, searching for equipment that may fit me. The goblins are all asleep as I sneak from house to house, slitting their throats and spearing their evil skulls before rifling through their bodies.

I come across the mutilated corpse of a hammer lord, wearing fine equipment indeed! He appears to have been murdered by his fellow goblins, his blood and teeth scatter the room. I take his superior hammer, and his finely made masterwork socks, iron mail shirt and copper cap. The armour is heavy and cumbersome compared to my supple leathers, and I must practice moving in this encumbering mail.

The history books reveal that the goblin Kutsmob Menacesilences was a hammer lord who, 58 years previously had lead an assault on Ironhelm the Ocean Castle, and although defeated, escaped with his life. I will never know why his brethren turned upon him...

17th Hematite 1188

After a long days trek, tiredness clouds my eyes, and I am forced to make camp in a windswept and featureless open plain. Warily, I set out my fires.

Not long after nodding off I am somewhat predictably disturbed by a goblin ambush!

The goblins lunge at me and I am grateful for my new armour, as I twist my spear in the leg of a hammer goblin. As an axegoblin scrambles towards me, I whip out my knife and it thuds into his eyesocket, stopping him in his tracks...

[Spoiler](#) (click to show/hide)



18th Hematite 1188

I spend the morning again practicing my skills – wrestling critters, sharpening and throwing rocks -before continuing my journey. To get to the perplexingly named Shovelscratch the Shady Heliotrope Chamber, I will have to traverse a long expanse of horrific undead plains, The Unwelcome Hill.

Steeling myself for the journey, I make sure I have plenty water and food and plan to sneak as much as possible.

Revolting slush covers the landscape and I gag in my throat at the stench. Camels coated in fluorescent gunk eye me evilly.

19th Hematite 1188

I am again lucky to avoid ambush when sleeping overnight. Soon the evil plain makes way to a barren desert, and then on the horizon I spot a dwarf settlement! I enter the Exalted Hill determined to greet my brethren and get rid of this armour. Well-made as it is, it reeks with the stench of goblins and I wish to wear some fine dwarven mail!

I arrive on the outskirts of this settlement and find to my horror the scattered remains of my comrades! Scores of goblins patrol the grounds and a crude flag of the The Carnal Wickedness flutters from the battlements. There are no living dwarves in sight here, and the halls teem with goblin scum!

I grip my spear and knife tight as I sneak through the shadows, maiming and garrotting goblins as I go until I make it inside the keep. I search a curious spiral staricase and find the barracks, but no useable equipment. Forging ahead I descend into the fortress.

I move methodically through the sprawling structure checking each room in turn. In each roughly hewn chamber, the skeletons of fallen dwarfs are scattered with discarded clothing and rocky boulders. It appears this fortress fell in a terrible battle.

One crossbow-goblin spots me as I lunge at him, biting and bruising my hand before I stab him in the eye with my iron knife.

I find only coffins and corpses amongst the rubble of this fortress, the two main exports seemingly rocks and death. On the brewery level I find what must be the leader of this goblin invasion force, a hammer lord...

Bosa Scourgegazes has dwarf blood smeared over his silver war hammer, and finely crafted armour. Later, the books of history will show that Bosa led the attacking force of 56 goblins against the defenders of the fort in 1187, in the Assaults of Splattering of The Scabrous War, and sacked the citadel.

I leap upon him! My first strike glances off his mastercrafted iron mail shirt, and he spots me! He grunts and swings his great silver hammer at me and clips my right foot, bruising the bone. I catch him in the left arm with the swinging tip of my spear and he drops his shield. My next strike fractures his left femur, the spear lodged in the wound. He gasps and gives into pain, before I ram my knife through his skull to the hilt.

[Spoiler](#) (click to show/hide)

You strike at The Goblin Hammer Lord but the shot is blocked!  
The Goblin Hammer Lord counterstrikes!  
The Goblin Hammer Lord bashes You in the right foot with her «\*silver war hammer\*», bruising the bone through the «cave spider silk shoes»!  
You've been spotted!

You stab The Goblin Hammer Lord in the left upper leg with your steel spear, fracturing the bone through the «giant rat leather cloak»!  
An artery has been opened by the attack, many nerves have been severed and a tendon has been torn!

The Goblin Hammer Lord gives in to pain.  
You stab The Goblin Hammer Lord in the head with your iron slicing knife, tearing the muscle, fracturing the skull and tearing the brain through the «troll fur hood»!  
A tendon in the skull has been torn!  
The iron slicing knife has lodged firmly in the wound!  
Goblin Hammer Lord has been struck down.

I take his hammer and his superbly crafted, if grime-stained, iron shirts replace my mundane ones. I move further into the fort finding nothing of value, continuing to silently murder the invading goblins one by one... Suddenly I stumble upon a vast ogre!

Its thick hide and leather armour deflect my blows until with one admittedly lucky strike I stab it in the mouth, my steel spear-tip piercing its skull and tearing its brain. The vast beast thuds to the ground with a crash. Its warm corpse weighs 5323 Urists!

In the next room is a menacing pikemaster, Kutsmob Flewscourges. He spots me skulking towards him but his copper pike, caked in the blood of the dwarf Fikod Copperdrills, cannot find a weakness in my iron mail.

A spear strike to the leg unbalances him before I split his skull. I take a masterful iron helm to replace my corroded copper cap, and I also find a well-crafted steel axe on the floor. This is a dwarvish weapon!

As I explore this larger level further, yet more goblins fall, before I find another Ogre, and sever its spine. I continue my grim assault further and further, each room becoming a blur. My spear is caked in goblin blood and ogre filth. I descend to the depths of the fort, finding only an iron boot and bronze glove to equip myself. Finally I reach the bottom and there are no more goblins to slay, so I turn around and head back up the staircase.

I make my way to the surface a changed dwarf. Kosoth is a hardened individual, and has earned the right to call himself a Spearmaster.

On the surface, cowering in a small nook, I spot a carpenter dwarf, the first dwarf I have seen since I left on my journey! He has a scar from a ragged wound on his arm and looks terrified. I tell him I have killed the invaders, all of them. He looks at me in disbelief.

Fully sixty goblins and six ogres have fallen today.

Terrified as he is, he refuses to come with me. He would... rather not.

I leave to the north, and rest to tend my many bruises. Thankfully, I have gained no permanent scars. Suddenly, not far from the fort, I am ambushed by two yetis, the first I incapacitate then stab in the spine, the second I wrestle into submission. Finally I am afforded some peace to rest, and set camp after a meal of yeti steak.

### 21st Hematite 1188

I make my way north into the mountains when I am ambushed by an enraged wolverine. I stab it in the face and its teeth shower around me. Taking advantage of its toothless maw, I grapple with it to train. It bites helplessly with its bleeding gums, before collapsing exhausted.

[Spoiler](#) (click to show/hide)



### 23rd hematite 1188

The goblins have been harrying me for the last two nights. I am skilled in the spear now, and disable and kill them efficiently. I am getting better with my knife too.

Ironhelm, the Ocean-Castle, is far to the north, and is my next destination. I have heard that it now crawls with the undead raised by Aco Knitadmire, and demons he released from hell! I intend to brave these dangers and I plan to gather some good equipment.

I travel carefully through the Hills of Illness. Vile mist clouds bubble over the revolting landscape, ravens caught in the cloud drop from the sky, feverish and convulsing.

[Spoiler](#) (click to show/hide)





I hide out in a river while the clouds pass and make it to the coast of the vast ocean that gives Ironhelm its name, and spot the glittering city far on the horizon.

As I arrive at Ironhelm, I see a horrible sight. Demons roam the surface! I count at least five huge terrifying twisted beasts. I may be a spearmaster, but I am no match for an enormous demon. I avoid them with stealth and creep around the perimeter.

The only dwarf I see still alive is the Mad Miner, Dobar Boredhame the Abated Soul. He gazes out across the ocean. He refuses to come with me, laughing at me maniacally. Dobar killed over 50 goblins with his pick, but now his fort has fallen and the dwarves he defended scattered to the winds.

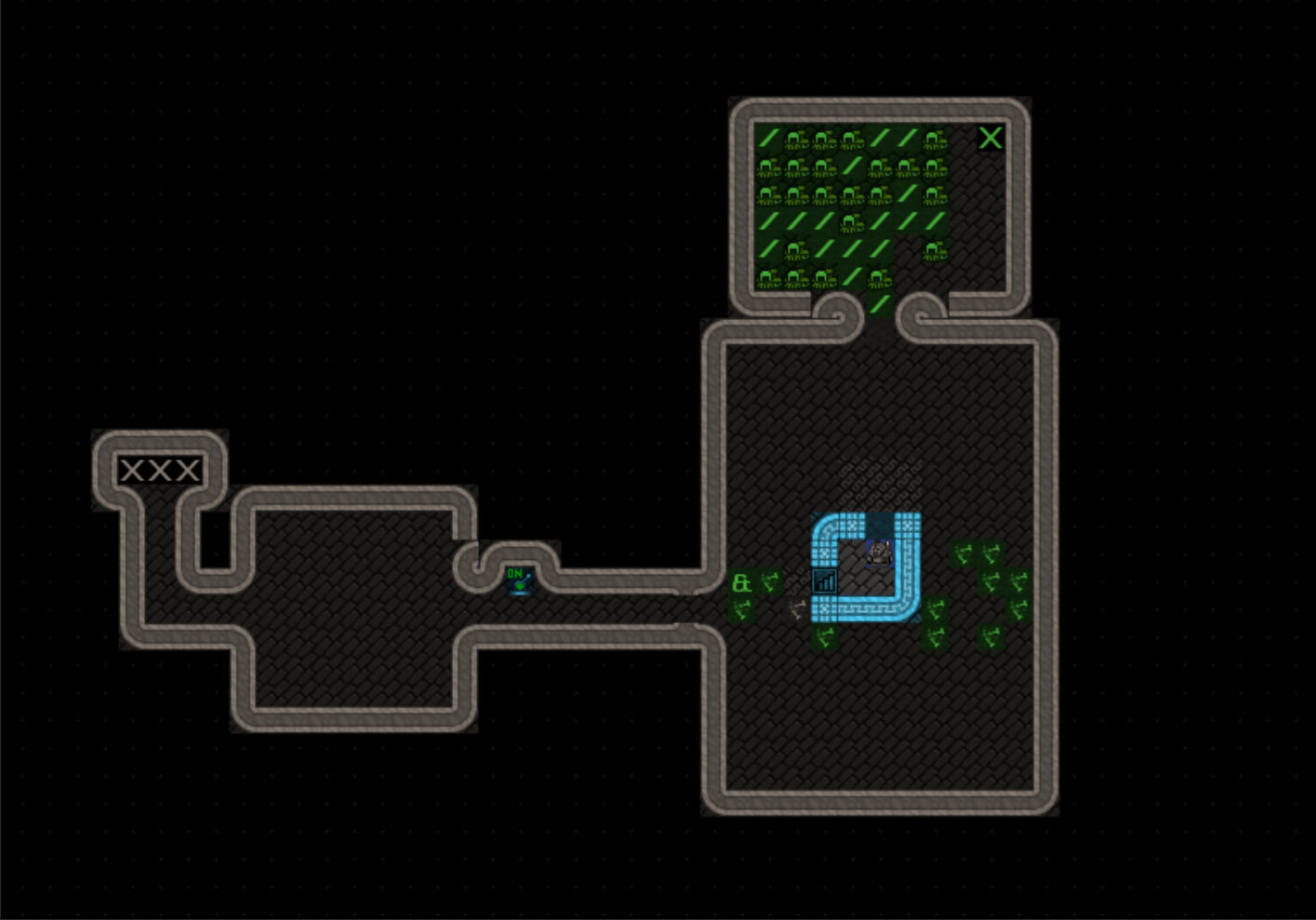
The fortress itself is clad in impenetrable iron walls, with a magnificent adamantine bridge entrance leading to an adamantine trade depot, and a floor paved with gold and silver. I head into the seemingly deserted fortress and find the tomb of the Black Baron Stukos Stirflag, but his body is long gone, perhaps profaned by Aco Knitadmire?

His gleaming masterwork adamantine armour sits neatly by his tomb, craftdwarfship of breathtaking beauty and quality. I equip his adamantine armour, but his famous sword Osed Catten, the Maze of Channels, is nowhere to be seen. I imagine it was looted by the traitor Knitadmire.

Descending deep into the depths of the fort I find the treasure room, and what wonderful treasures it holds! An engraved pillar of adamantine pierces the room, and I find weapons and armour of fine craft.

Scattered around is the dismembered corpse of a demon, some banshee of salt. I equip a finely crafted adamantine short sword encircled with bands of gold, and a masterwork silver warhammer. I also equip two adamantine shields, light as a feather and almost impenetrable.

[Spoiler](#) (click to show/hide)



In the corner of the treasure room is an imposing adamantine bin. Inside I find all the collected masterpieces of the Impervious Fist, absurdly beautifully worked crafts and goods made by the hands of dwarves possessed of the spirit of creation.

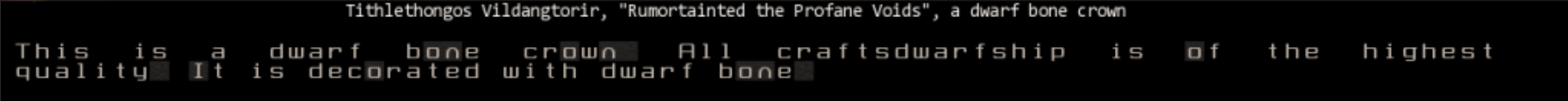
One of these artefacts calls to me, in forbidden whispers of dark and forgotten power. The blackened crown is cold to touch, and is unmistakably evil. It has been worked and shaped from the living bone of a murdered dwarf, the product of the darkest of fell moods as the city of Ironhelm tore itself apart in a massive spiralling tantrum of murder and destruction.

I grasp it in both hands and it whispers profane things to my unprepared mind.

*Tithlethongos Vildangtorir - Rumortainted the Profane Voids!*

This is a dwarf bone crown. All craftdwarfship is of the highest quality. It is decorated with dwarf bone. I place the macabre relic on my brow and shiver with dark power. I feel it grasping into my soul. It whispers of greed and death, and the subtle perversion of power.

[Spoiler](#) (click to show/hide)



With fear in my heart, I travel down the spire of adamantine, carefully hewn and hollowed out. Judging by the many dismembered demon corpses, this must lead to Hell itself!

Eventually I arrive at a small outpost on the hot slade surface of Hell, strong walls of gleaming gold and a great artefact Black Gate bar the passage of demons.

Yet more demon body parts are scattered around, testament to Dishmab and Aco who have set foot here before. I venture forward into Hell, realising I am probably the first mortal to do so! A short distance away I find the dismembered corpse of the black baron, and take him with me. It



appears he was raised as a zombie by Aco, and used to assault the demons. Judging by the state of his abused corpse, not very successfully...

[Spoiler](#) (click to show/hide)



I head back to the surface, stopping on the tomb level to replace the Baron in his rightful place, and escape from the fort. I am careful to avoid the demons on the surface - only a lord of death would have any chance against those vicious brutes.

Leaving the deserted Ironhelm behind, I head north. I am unsure where exactly the fabled Evertree is, but I know it is roughly north west of here. I am ambushed by giant desert scorpions, who I best with ease with my new weapons.

### 26th Hematite 1188

I find the lair of a vampiric cave swallow woman, a strange creature indeed! I challenge her and in the ensuing battle I slice off her beak before slaying her, and take both the beak and an egg as a trophy.

I rest the night next to a river and am ambushed by a group of nine giant dingoes, great massive dog creatures with slavering jaws. I dodge their clumsy blows, sinking my spear into their soft flesh. Finally only the last massive dingo remains, over twice the size of the others, a spear wound in its lung running hot blood.

I put my weapons away and decide to wrestle it. It is well muscled and just gigantic overall. We tussle for hours, and it is tiring, when I finally snap its massive neck. The dead beast weighs 608 Urists, a truly massive hound. My skin is tanned from my travels in the outdoors and my muscles have grown with all my combat experience. I doubt Uncle Nod would recognise the fat dwarf who left Showeredsling not a few months ago!

[Spoiler](#) (click to show/hide)



I travel again north, heading towards a volcano on the horizon, hoping to get some vantage point over the lands around.

As I continue towards the volcano, I come across a vast and deep cave complex, Partneredechoes, and descend inside, finding a massive troll!

I choke it to death with my bare hands, and then do the same to its mate. Finally, all this wrestling has given me superdwarven strength!

[Spoiler](#) (click to show/hide)



Sadly the cave ends abruptly in an underground sea, and I am not foolhardy enough to jump in with no clear way back. In silence and darkness, I make my way back to the surface.

### 27th Hematite 1188

I head north-west the remaining short distance to the volcano, through the haunted Dune of Dourness. Clusters of zombies ignore me as I sneak through the rocky terrain. I come to the peak of the volcano and see far into the distance. I spot something unusual in the distance to the south-west. I have come too far it seems. The dwarf fortress must be to the south west, so I travel in this direction.

I have not gone far when I am suddenly ambushed by... elves? I have not heard of elven bandits before!

Their leader is a spearmaster, with a masterwork copper spear. Kazis Grandcooked is his name! There are also an elite bowman, elite crossbowman, hammer lord, axeman and hammerman. These elves are skilled and mean business! This could be a good challenge indeed.

[Spoiler](#) (click to show/hide)



Mastercrafted silver and bronze bolts fly left and right, as I lunge towards the elite bowman, feeling the trance glaze over my eyes...

My spear strikes true and destroys his left upper arm, tearing many nerves and tendons. He won't be firing any more arrows. I then flick out my iron slicing knife and thrust it into his chest, tearing his lung. Next, I hack at his lower body with my short sword which tears apart his stomach and wedges in the wound. He looks stunned, three blades piercing his body, when I finish him off with a punch to the face tearing his brain before he has time to react.

In the time it has taken to slay the elite bowman, the leader has caught up to my position. The crossbowman hasn't had a chance to fire another bolt. I see the axeman and hammerman running behind him.

I grab Kazis by the throat and in two moves, choke him into submission. The novice axeman lunges next, missing. I stab him in the thigh with my spear sending him sprawling. As he tumbles unbalanced, I plant my knife in his skull.

I keep moving, dodging silver arrows and bronze bolts. The hammerlord misses me, and I dodge and open his guts with my sword. My next strike separates his arm from his body, before I ram my spear in his chest. Calmly I then flick out my knife and stab him in the neck, severing his spinal cord. He drops like a puppet with no strings.

The silver arrows and bronze bolts still fly, and I worry that one is going to get lucky soon. I need to take out those pesky ranged elves!

I try to run towards the archers but the maceman has caught up. I lash out with my sword and take his left leg off at the knee. As he tumbles I punch his skull through his brain.

I dodge 7 or 8 arrows and bolts by the time I reach the elite bowman, jamming my spear in his hip and thrusting my knife in his chest. He gives into pain as I strangle him.

Out of the corner of my eye I see the leader regains consciousness. He staggers to his feet and gaining his bearings, he bellows and runs toward me, spear held high. As he flies at me, I grab him by the throat with my other arm, and choke both him and the bow elf simultaneously.

[Spoiler](#) (click to show/hide)





Both elves fall unconscious as I run south to the only threat to remain, the elite crossbowman. My iron knife slashes at his head, tearing his throat out in a great shower of elf-blood. He collapses in a lifeless heap.

Bizarrely, I see something lumbering over the hill - a giant tiercel peregrine zombie! The decaying falcon tears towards me and I dodge its attacks, leading it to the elves....

[Spoiler](#) (click to show/hide)



The leader tussles with the massive falcon, its decaying beak pecking at him as he counterstrikes with his spear. He plunges his spear again and again into its undead flesh, as he bats away its clumsy strikes. I watch on, impressed by the elvish warriors skill and determined to best the victor. Finally the great beast collapses...

[Spoiler](#) (click to show/hide)



The leader wipes the black flesh from his spear and leaps upon me, determined to avenge his comrades. I bring my shield up and shatter his hand, and he drops the masterwork spear in horror. Slowly he realises he will die today.

He still has his copper shield equipped, so I stab him in the hand with my spear, causing his grip to fail. Now he is defenceless.

[Spoiler](#) (click to show/hide)





I hack him in the leg with my sword and he tries to scramble away in fear. As he runs, I throw my iron dagger, it lodges in his thigh and he falls unconscious in pain. It is not difficult to finish him off. Kazis the Elf Bandit lies dead in the dirt.

I scour the bodies of the elite elves and find some fine soft wool crafts. Socks and mittens as soft as anything I have held, of sheep and llama wool. These replace my well-made but crude goblin clothes.

I make it south hoping to get some distance before I have to rest. I sleep on the river bank and am disturbed by giant desert scorpions. I hack them to death and fall back asleep. I am careful to butcher them before I rest – my encounter with the massive zombie falcon has taught me that the dead are restless.

The evil crown on my head jolts me awake... Danger! My fears are confirmed when suddenly I am confronted by a crazed mummy!

The mummy gestures, and the dismembered chitin shells of the scorpions shudder. They shamble towards me, dripping ichor. I know I must take down the mummy before he curses me, or I will never survive. The only way to stop a mummy is to behead him, so I unsheath my adamantine sword. He is heavily muscled and my first sword strikes bite deep but not enough to end his unlife.

With a rush of adrenaline, the martial trance washes over me. I spot a lone sasquatch across the river, who witnesses me hack the mummy's rotten head from his shoulders in one perfect arc. The scorpion shells do not immediately collapse, so must be dealt with, and the sasquatch looks like he is trying to find a way across the river. Perhaps he fancies all the free scorpion meat.

Spoiler (click to show/hide)

The Human Animal Trainer mummy attacks You but You scramble away!  
Spearmaster has entered a martial trance!  
The giant desert scorpion chitin stands up.  
The Human Animal Trainer mummy misses You!  
You slash The Human Animal Trainer mummy in the head with your \*«adamantine short sword»\*, tearing apart the muscle through the large sheep wool hood!  
The Human Animal Trainer mummy misses You!  
The giant desert scorpion chitin misses You!  
The Human Animal Trainer mummy misses You!  
The Human Animal Trainer mummy loses hold of the rope reed fiber pouch.  
The Human Animal Trainer mummy loses hold of the large sheep wool hood.  
The Human Animal Trainer mummy loses hold of the large rope reed fiber hood.  
The Human Animal Trainer mummy loses hold of the large rope reed fiber headscarf.  
The Human Animal Trainer mummy loses hold of the large guineafowl leather cap.  
You slash The Human Animal Trainer mummy in the head with your \*«adamantine short sword»\* and the severed part sails off in an arc!  
Ricdil Quehlofi, Human Animal Trainer mummy has been struck down.  
The giant desert scorpion chitin misses You!  
The giant desert scorpion chitin misses You!



As I tussle with the scorp-zombies, from nowhere a cloud of execrable gloom erupts around us, catching us all in its choking filth!

I feel nauseus and numb! I feel no pain and my weapons feel clumsy in my gasp and I cough and hack, vomiting green fluid around me... The sasquatch is similarly afflicted, retching and coughing. I take him down with ease.

Spoiler (click to show/hide)



28th Hematite 1188

I wake and feel... strangely normal. No nausea yet, and the feeling has returned to my limbs. It seems the syndrome from the execrable doom is shortlived, to my relief.

I make my way south west towards Evertree. I am ambushed by wolves! They do not pose much threat to a spearmaster like me and do provide some variety to my diet.

1st Malachite 1188

I arrive on the outskirts of Evertree. I rest before continuing and am attacked by Bogeymen! I have been very lucky until now not to encounter these little fiends. I manage to hack them to death with only a bruised hand to show for it. It is true that adamantine blades are astonishingly sharp.

I enter the fort from the east and find elves milling about. Elves with dwarvish names! What madness is this? I enter the fort and am suddenly attacked by a forgotten beast, Osmmuk! It is a twisted giant hornet with a deadly stinger. I sneak up behind it and behead it. I butcher the great beast. I will feast on forgotten beast steaks tonight!

[Spoiler](#) (click to show/hide)



I head into the fort and find more amiable elf-dwarves. A second forgotten beast roars, an enormous crocodile, Thol Roaredsullied. I fight in a corridor where the cramped conditions prevent it from moving too much. It is an inelegant tussle, but finally I skewer its massive skull with my spear.

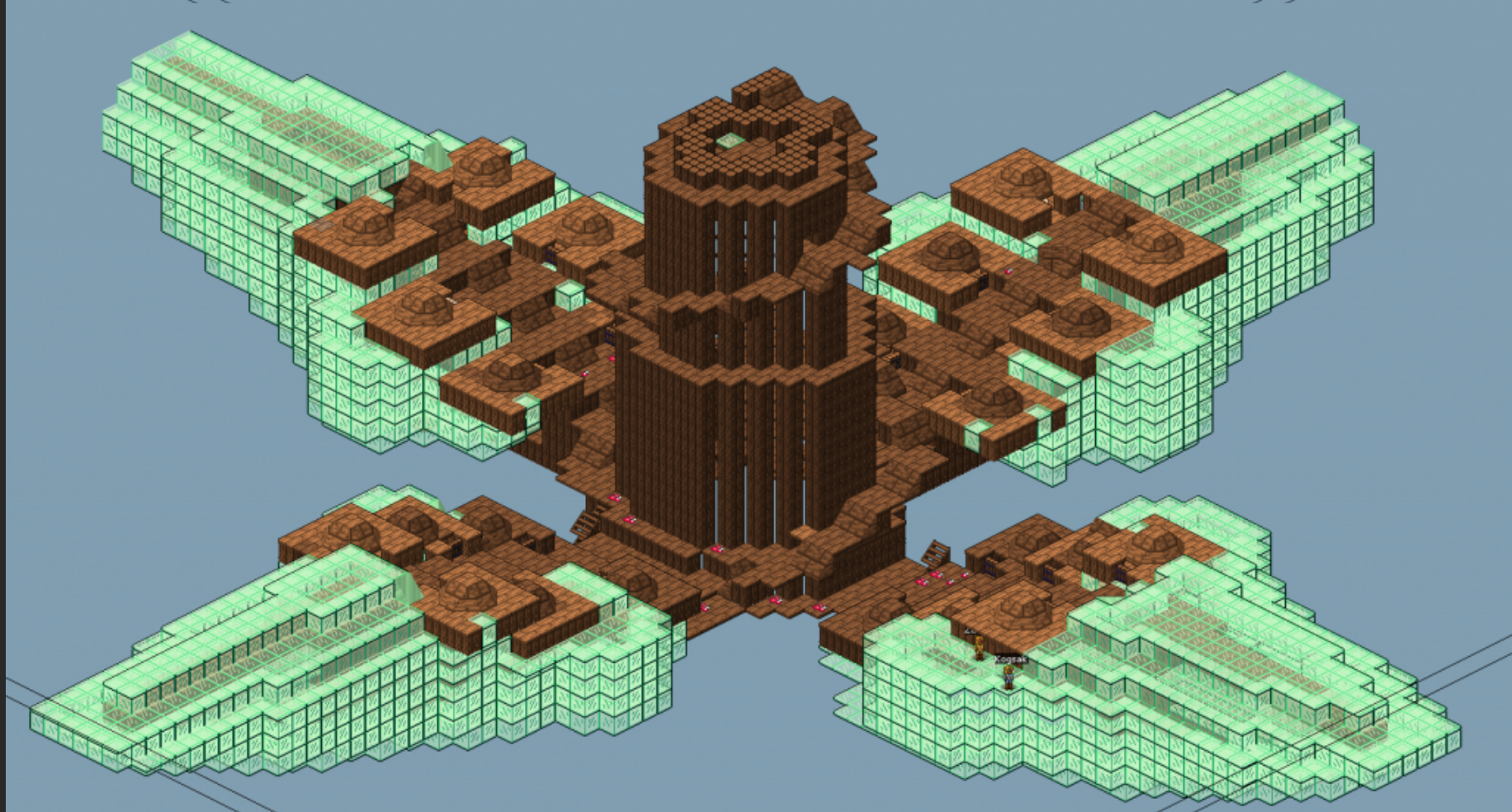
[Spoiler](#) (click to show/hide)



I exit and head south where I spot something breathtaking - the Evertree. Elves live in the great branches and leaves of the tree which towers over the plains. At the base, I meet an elf in fine armour, an axe lord. He agrees to continue my adventures with me!

[Spoiler](#) (click to show/hide)







We have not travelled far when the elf and I are attacked by zombie vultures! We overcome them but the elf seems disheartened. When we next make camp, he is gone. I wonder if I will meet him again?

I have explored the three forts I set out to investigate, gained many treasures and slain horrible beasts. I begin a long, long, long trek north-eastward to Dinnerwandered.

4th Malachite 1188

I wander far through the steppe and plain, stopping to raid bandit camps and lairs.

In a lair, I find a named zombie boar, Coldspurn. This boar had claimed the life of Hratgar Nosefold! I also find a naked elf. They both do not provide any sport as I casually slaughter them.

7th Malachite 1188

The travelling is long and uneventful, and I find little to add to my journal. Finally, I am ambushed one evening by kobolds! The first bow wielding kobold I bite in the throat, ripping and tearing it. He quickly bleeds to death. The other kobold runs in fear. The dark crown speaks to me and, grinning, I torture the little fiend with my knives, before it dies of blood loss.

8th Malachite 1188

I arrive at a small village, Hexholds. For some reason, its name is familiar. I search the town and find it abandoned. North is Crowncruelty, famously the home of Bora Ragedance. There seems to be a tribe of friendly goblins here, and one warns me of a cyclops lair!

I find a small house with goblin corpses strewn around. In the entrance is a pile of jewellery made of human body parts. This must be where Bora Ragedance was struck down by Dishmab the Deathless! I accept the goblin's hospitality and spend the night.

Spoiler (click to show/hide)



9th Malachite 1188

I continue my journey east, skirting the mountains. I come across a bandit camp lead by a goblin warlord, Imi Primplays. She squeals in pain as I plunge my spear into her liver before caving in her skull with my hammer. I spend the night in the human town of Clenchedrealms.

10th Malachite 1188

I travel north east, occasionally encountering bandits, and make good progress.

12th Malachite 1188

I am ambushed by a bloated creature! It is strong and knocks me into a murky pool. Multiple spear strikes to the head only seem to enrage it, so I resort to de-limbing it. Eventually my spear finds a sweet spot and tears it's fetid brain.

On the horizon, I spot a strange tower. On arriving I see corpses scattered around – I am obviously not the first adventurer to happen upon this evil building. I believe this may be the necromancer tower where the great Dishmab learned the secrets of death. Rumortainted the Profane Void whispers to me. Power, strength, immortality. What chance do you have of ending the lord of death if you cannot be his equal? It is certainly tempting...

13th Malachite 1188

Bowspoons is the tower, and it writhes with undead. I taunt the olm man necromancer into leaving his black tower, and hack him down. He has a very nice masterwork bronze knife, which I take. I wade through the shuffling corpses and find what I seek. The book is named simply "Immortality" and it does not disappoint. Black power courses through my veins! The black crown of bone glimmers with foreboding.

14th Malachite 1188

I drop my meat and water. I have no need of sustenance any longer. I continue to head north east towards where I think the Museum should be, it is still a long way away, but I no longer require to rest. In the dead of night, I am assailed by a grimeling! A hideous tangled creature made of bog reeds. My necromantic strength flows through me and I bite its filthy head off.

Spoiler (click to show/hide)



19th Malachite 1188

For days I travelled the sprawling expanse, known to be home to many night creatures, but I found no lairs and I find no sign of any beasts of the night. Perhaps they are now afraid of me.

Finally I find a lair - Graveburied the Murky Skulls. The two night men inside bleed to death to a hundred frenzied knife wounds.

20th Malachite 1188

I arrive at the human town Chapelscorch, of the Whirling Confederation. The humans there have never heard of me and do not notice the evil gleam in my eye, my dark crown hidden under leather cowl. They tell me of the lairs of night creatures nearby, which I decide to investigate. They implore me to head to the capital Tundrascribes and cleanse it of the vampire threat!

I head south and find the impressively named Ashenbones the Dust of Shadow, and slay the night men there. Next I find a lair with a cyclops, and slaughter it with my knives.

21st Malachite 1188

I head toward the target of the villagers ire. The town of Tundrascribes harbors many outcasts but many of the lairs have been cleared, some by Dishmab. I hack to death the rabid were-peasants and return to the city.

They fete me as a hero, and suggest I descend into the sewers in search of vampires... I descend into the catacombs and search high and low. I eventually find two vampires - a human and a reptile man cowering in the dank tunnels of the sewer. They flail and strike but are no match for me. I hack them to death and harvest their blood. I drink the mixed slurry of human and reptile vampire blood deeply, and feel the strength fill my heart! I am now a vampire!

I return, splashed with vampire blood, and tell the frightened villagers of my victory. I am asked to go the next town to the east and slay a vampire there.

22nd malachite 1188

I arrive in Bakerswalked. The local merchants go pale when I tell them of my quest to slay the vampire. Search first in the keep! They whisper..

I spend days searching but cannot find the vampire. A strange thirst grows within me and I must leave this town before I feast on the innocent. I head north.

26th Malachite 1188

I arrive in the dwarvish town of Tongsoak, of the Rainy Lashes. This is the furthest north I have ever been and I dare not stay until I can dowse the fiery thirst in my veins. I have no desire to feed on my own kind.

I head north to the fort of Combinelocks which offers no treasure. As I crest a volcano, I am suddenly and without warning engulfed in a thick red cloud of eerie mist! My flesh warps and twists, and I am forever changed. I have become an eerie mist husk!

[Spoiler](#) (click to show/hide)



28th Malachite 1188

The dark crown has lead me here, finally I see. It has what it wants. A host, a powerful tool. I have been tricked by the ungodly crown which has now fused to my skull. I take my frustrations out on the local camps. Kobolds are torn apart, and I use my newfound strength to bite the heads of human bandits, cleaving their soft skulls like melons.

Nearby is a necromancer tower. I wonder if it has been plundered? The necromancers are long gone, no doubt hacked to bits by zealous adventurers. At the pinnacle, I find the slab. The words of an evil God. The secrets of life and death... I stow the slab in my pack.

As I arrive in Combinelocks I discover it is overrun with beasts, and I cannot enter. I leave and head east, stumbling into a lair. I enter and find Ramet Vipertin the werebeast. He is surprisingly chatty. I strangle him, feed on his hot red blood, then punch his skull in.

2nd Galena 1188

I cross a small river when I am attacked by an alligator. He is the biggest I have ever seen, gigantic with incredible muscles! I wish to test my strength and so I attempt to wrestle the snapping beast to death. I know it will tire before I do.

The alligator is possessed of unnatural vigour and does not yield. I wrestle it for a whole day. It never tires. It never gives up. Finally, and with great respect, I sink my sword between its eyes. It weighs almost double what a normal adult alligator weighs, strapped with thick muscles. I take its skull as a trophy.

[Spoiler](#) (click to show/hide)



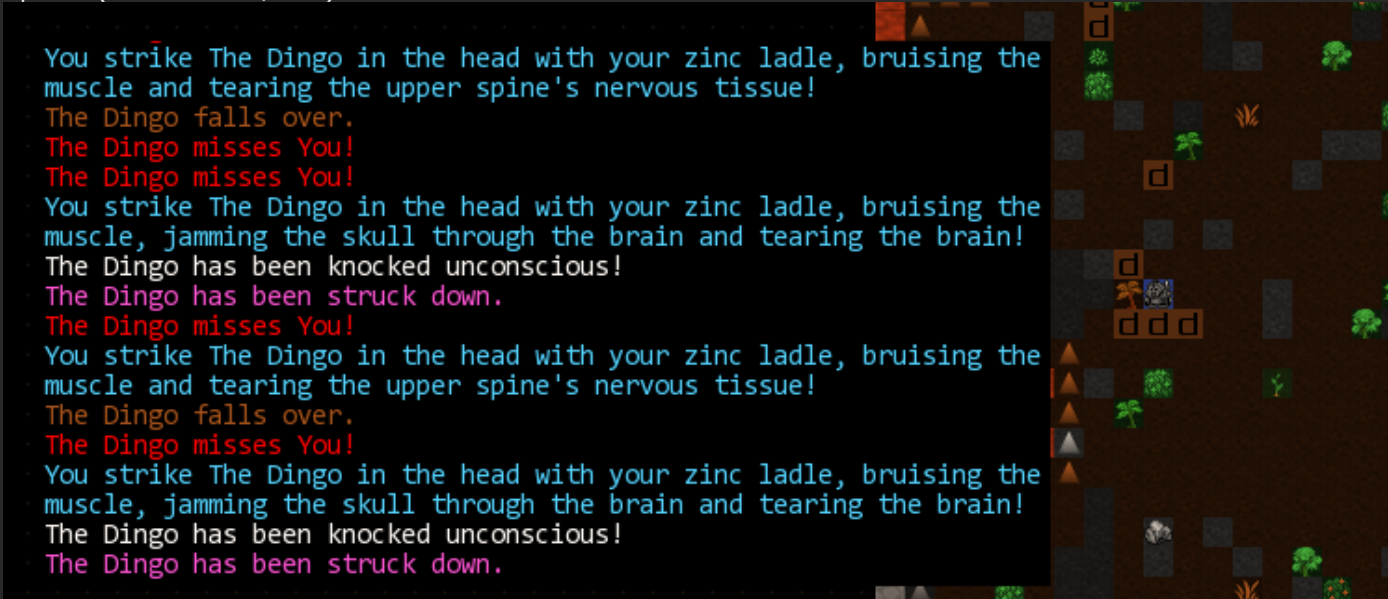


I am now in the great sun-baked plains to the north of the world, surrounded by elephants, rhinos and cheetahs. Dinnerwandered lies yet further East. I am not far from Legendfountains, one of the first forts in this world. Logic was a great dragonslayer who founded Legendfountains, and stories remain of undisturbed dragon lairs in this part of the world. I travel eastwards and am ambushed by cheetahs, who I choke to death.

### 3rd Galena 1188

I am attacked by bogeymen. Their attacks patter off my armour and shield as I strangle them. I strangle them all night, until sun burns their flesh and they explode in clouds of acrid smoke. Next some dingoes attack. I put all my weapons and shields in my pack, and pull out a zinc ladle I took from the night men. I smack the dingoes to death with my ladle.

[Spoiler](#) (click to show/hide)



### 7th Galena 1188

Much to my disappointment, having searched for days, I cannot find the supposed dragon lair. I am ambushed by humans, and for a change, they do not drop dead immediately. I bash the master with my ladle, and he is propelled away. While in mid-air, he dies of old age.

### 8th Galena 1188

I attack a bandit camp armed only with my ladle. The bandits gain so much skill trying to attack me that they gain the titles of master or lord. I bash in their brains with my ladle.

I head east to the nearest necromancer tower, thinking that perhaps they can direct me to the dragon lair. The necromancers eye me with distrust, despite recognising me as a fellow creature of undeath. Sadly they are uninterested in talking to me. In the tower is a slab made of adamantine... I have never seen such craftwork!

Fatecrypts the Funeral of Dust! The disgruntled necromancers do not stop me when I place the god-created adamantine slab in my backpack.

### 10th Galena 1188

I steadily make my way east. I stop at any camp or lair I see and add to my tally of kills. My infamy grows in this land. I make my way through the haunted mountains of The Smeared Spines, when suddenly I am surrounded by a vile mist!

The choking gas warps my body yet further... I am twice-husked, just like Dishmab! Insane strength burdens me with slowed reflexes, but I am utterly unstoppable.

[Spoiler](#) (click to show/hide)



I arrive at Legendfountains but cannot enter – time slows down and I can go no further. I recognise the well documented temporal anomaly that affects older forts. I decide to head further east.

I arrive in the Empire of Omon Woge- the Realm of Ancients. Dinnerwandered is the capital but I decide to explore the outskirts and surrounding areas. The old dwarven fort of Tongrace is deserted. I head to the fortress of Muffinseasons.

In the fort I find the corpse of a dwarf, who clenches an iron drum in his skeletal fist. He is Dakost Shootbelts, the Dimpled Tactic of Pears, famed companion of Nithe Earthspeaker. He appears to have died of old age. I collect his equipment, including a brace of fine crafted warhammers.



Standing on the battlement, is an elf who screams her name... Nithe Earthspeaker, the Lauded Way, the Heavenly Harpist! He is a famed elven hero, has long since given up the adventuring way. I leave him to his contemplation. I have no desire to slay heroes and this slender elf is no match for a twice husked abomination like me.

[Spoiler](#) (click to show/hide)



I head east and find myself in the lands of the vile goblins of the Curse of Mites. Harpies stalk these evil lands and I find a pair of two necromancer towers. I raid the towers and find their inhabitants either dead or unwilling to talk to a creature such as me. I stow two more slabs in my pack.

### 13th Galena 1188

I find a goblin bandit camp. The bandits obviously have not heard of my prowess in battle as they brazenly attack. I lie on the floor unarmed and rest. Their feeble attacks tickle me. I let the goblins attack me until they become lords. I then stand up, unarmed, and bite their heads, crushing their skulls.

[Spoiler](#) (click to show/hide)



### 14th Galena 1188

I am deep in the heart of goblin territory now and my genocide of the foul greenskins begins. I arrive at Badfaints, a filthy goblin town, at night. These wretched creatures have no hope. They attempt to swarm me in a conga line of death. I punch the first and he flies into his comrades, like knocking down skittles. Unarmed, I tear one goblin's sock off and use it to beat his friends to death.

[Spoiler](#) (click to show/hide)



I head to the goblin capital, Wipeticks, and clear the dungeon of goblins and bosses with a silver maul I wrested from the dead hands of a goblin militia. Having cleared the catacombs beneath the ciry, I head north to Owlwalls, most northern dwarven outpost in the scorching heat of the top of the world.

Owlwalls is truly magnificent! A great wooden boat stands proudly in the dock. There are no enemies to best though, so I head south and then west to Dinnerwandered.

[Spoiler](#) (click to show/hide)





### 18th Galena 1188

I arrive back on the eastern outskirts of Dinnerwandered. I intend to visit the Tower of Seers for fine dwarf-made coffins as I plan to inter my fellow husks Aco Knitadmire and Nil Swifttoast in proper coffins in pride of place on the top floor of the Museum.

The Tower is serviced by a respectable fort, which has access to the caverns. I begin searching the tower for forgotten beasts, encountering a tribe of antmen. Their fungiwood blowdarts are useless against my armour. Their strange high pitched screams are muffled when I tear them apart.

I descend further into the caverns and find a hideous ancient beast, a quadraped made of morganite. It is massive and has seen battle with the dwarves here, its rosy gem hide pock marked by crossbow bolts and scratches from iron weapons. It is massive, weighing 26 tons. I take a few purposeful strides towards it and cleanly bisect it in a single blow with my adamantine short sword.

I search further and find another beast, and think to myself that this impressive monster could be more challenging. Weri Sofipubirethi has come, a gigantic winged panda composed of yellow diamond, beware its deadly spittle!

I begin chipping away at the massive diamond panda with my grimy silver maul, figuring edged attacks would be pointless against a foe of crystalline diamond. My attacks dent and chip the beast causing it to bellow in rage. My shield skills and enormous strength save me from harm as its massive diamond fists pound upon me, as I dodge gouts of boiling forgotten beast extract.

Eventually I catch the panda in the jaw perfectly with my maul and tear off its huge diamond head. The diamond beast falls in a heap, now nothing more than an enormous precious stone. I have never seen a diamond even close to this size, and know it must be utterly priceless. This will be a fine submission to the museum.

I leave the Tower of Seers hauling the diamond corpse of the massive beast, weighing nearly 35 tons.

[Spoiler](#) (click to show/hide)



Hauling the great corpse, I head into Dinnerwandered from the east, startling a cat. Just at the entrance to the central keep, I find a small room with a dead dwarf in fine steel gear - Feb Minesizzled! I recognise this dwarf by name as being an adventurer, long dead to old age.

I gather her corpse and equipment.

[Spoiler](#) (click to show/hide)



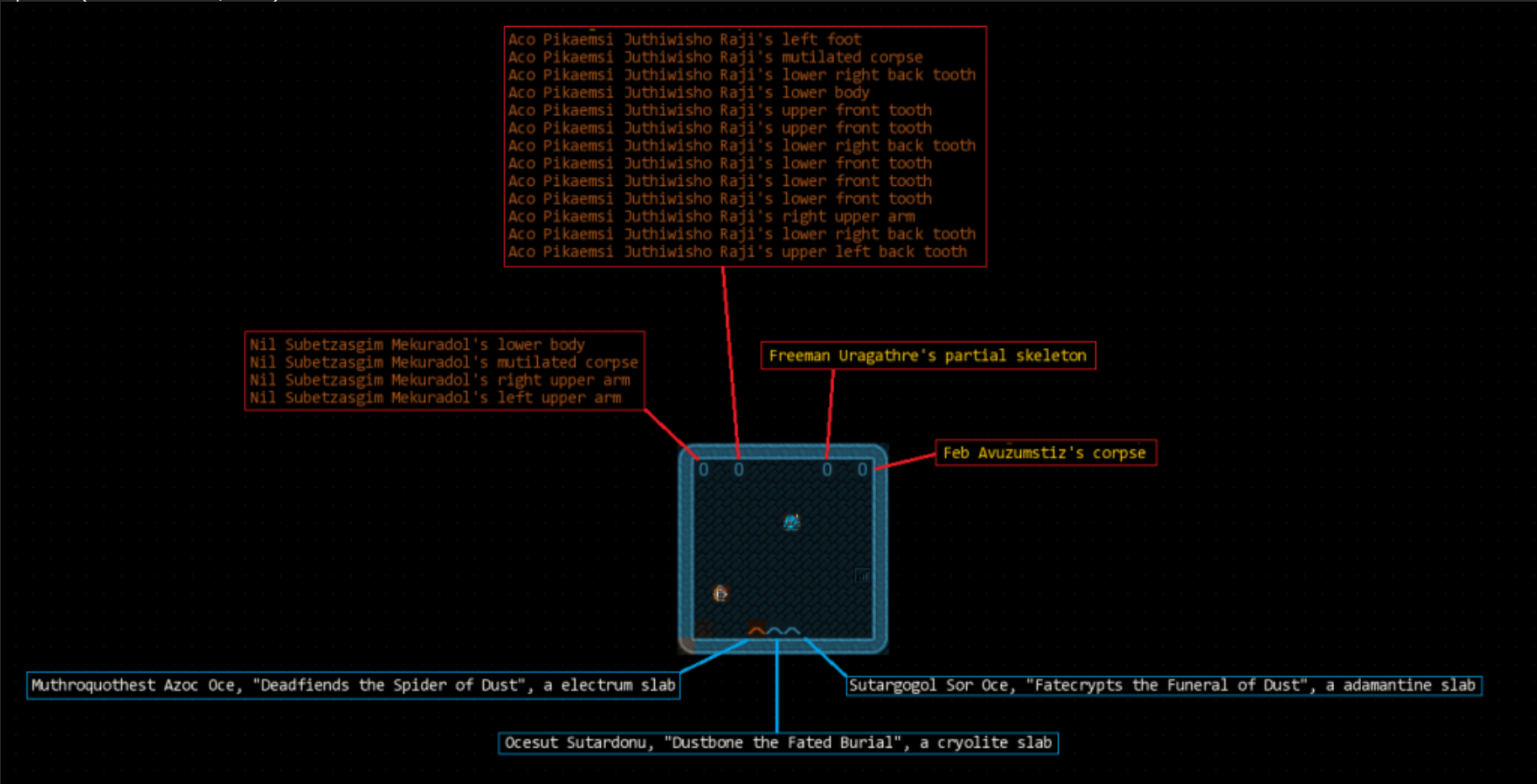


I head west and gather the remains of Aco Knitadmire, hacked to pieces after betraying Dishmab the Deathless before eventually I arrive at the Museum proper.

I lay my cave swallow woman egg with the serpent woman eggs that Logic Legendfinder retrieved. On the first floor, I deposit various trophies including elephant ivory, the skull of the giant alligator I wrestled, the iron drum of Dakost Shootbelts, and the right hand and left foot of a bogeyman ripped off by my own teeth in combat.

On the top floor, I set our four stone coffins I gathered in the Tower of Seers. In each coffin I inter the remains of an adventurer.

Spoiler (click to show/hide)



The left most coffin contains the remains Nil Swifttoast the Colourless Complexity, his armour and equipment. The second left contains the dismembered ruin of Aco Knitadmire, cut down by Dishmab.

The third coffin contains the skeletal remains of Freeman Dielightnings, who died at the hands of Teshil Despairdaub 135 years ago and whose bleached bones I found on the second level of the Museum.

In the rightmost coffin is the body of the dwarf heroine Feb Minesizzled, who died of old age in Dinnerwandered, by my reckoning only the second adventurer to achieve this feat.

To the south of the room I place three slabs, given by Gods to twisted necromancers.

Deadfiends the Spider of Dust, crafted of the metal electrum.  
Dustbone the Fated Burial, made of cryolite, used by Kosoth to kill 14 dingos in the Hills of Murdering.  
Finally, my favourite, Fatecrypts the Funeral of Dust, an adamantine slab of unparalleled craft.

On the second highest story of the museum, on its own, I place the diamond corpse of the gigantic panda creature, Weri Menacecurses, my formal submission to the museum.

With that, his task complete, Kosoth Griffonblaze the Shaken Galley melts into the night, and woe betide any adventurer who seeks him out!

Spoiler (click to show/hide)

|             |                   |             |         |
|-------------|-------------------|-------------|---------|
| Competent   | Miner             | 142/800     | Thirsty |
| Novice      | Butcher           | 190/600     |         |
| Master      | Swordswarf        | 1217/1700   |         |
| Talented    | Knife User        | 632/1100    |         |
| High Master | Hammerdwarf       | 1416/1800   |         |
| Legendary   | Speardwarf        | 2473/2800   |         |
| Legendary   | Shield User       | 18072/54300 |         |
| Legendary   | Armor User        | 1041/6600   |         |
| Competent   | Thrower           | 60/800      |         |
| Legendary   | Ambusher          | 13/3700     |         |
| Legendary   | Swimmer           | 338/2200    |         |
| Legendary   | Observer          | 2198/11300  |         |
| Novice      | Reader            | 0/600       |         |
| Legendary   | Fighter           | 30152/56000 |         |
| Competent   | Archer            | 60/800      |         |
| Legendary   | Wrestler          | 4892/13500  |         |
| Adequate    | Biter             | 348/700     |         |
| Adept       | Striker           | 644/1200    |         |
| Competent   | Kicker            | 718/800     |         |
| Legendary   | Dodger            | 3158/5600   |         |
| Talented    | Misc. Object User | 933/1100    |         |
| Adequate    | Knapper           | 580/700     |         |

h: Health      k: Kills      d: Desc      y: Cust

A short sturdy creature fond of drink and industry

He is incredibly muscular      His gapped teeth are quite long      His sideburns are clean-shaven      His very long mustache is neatly combed      His very long beard is neatly combed      His hair is clean-shaven      His nose is somewhat short      His pink skin is wrinkled      His slightly protruding bronze eyes are slightly rounded

Notable kills: **448**  
Other kills: **473**

- Forts explored:
- Shovelscratches the Shady Heliotrope Chamber
  - Ironhelm the Ocean-Castle
  - Evertree
  - Combinelocks the Locks of Combinations (FPS death)
  - Legendfountains (FPS death)
  - Tongrace
  - Owlwalls
  - The Tower of Seers

Legendary +8 Speardwarf  
Legendary +523 shield user  
Legendary +66 Armour user  
Legendary +17 Ambusher  
Legendary +2 Swimmer  
Legendary +93 Observer  
Legendary +548 Fighter  
Legendary +115 Wrestler  
Legendary +36 Dodger



Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **June 24, 2014, 07:39:03 pm**

Yeah, sorry about wall of text.

Rather than make lots of little updates as I've not had much time I've made a word document and pasted it in. Too big for one post.

Take your time to read it, there's sine nice pictures too :)

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **June 25, 2014, 12:39:39 am**

I must agree with deepfreeze. This shit is divine.

Love the story.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **deepfreeze78** on **June 25, 2014, 02:26:41 pm**

Just finished reading, and wow is all I have to say. Just wow.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **June 25, 2014, 02:42:50 pm**

Great story! That dwarven bone crown is probably the most awesome artifact on the planet.  
The mummy encounter was quite a close call, it could have ended quite differently. Apparently now Eric's minions have started ambushing us too? I thought they were restricted to lairs..

Only one nitpick about the story: second and third picture in the first post link to the same picture, that is likely unintentional.

Also: that screenshot of Evertree.. That's amazing work Tehsapper, elfy, but amazing.

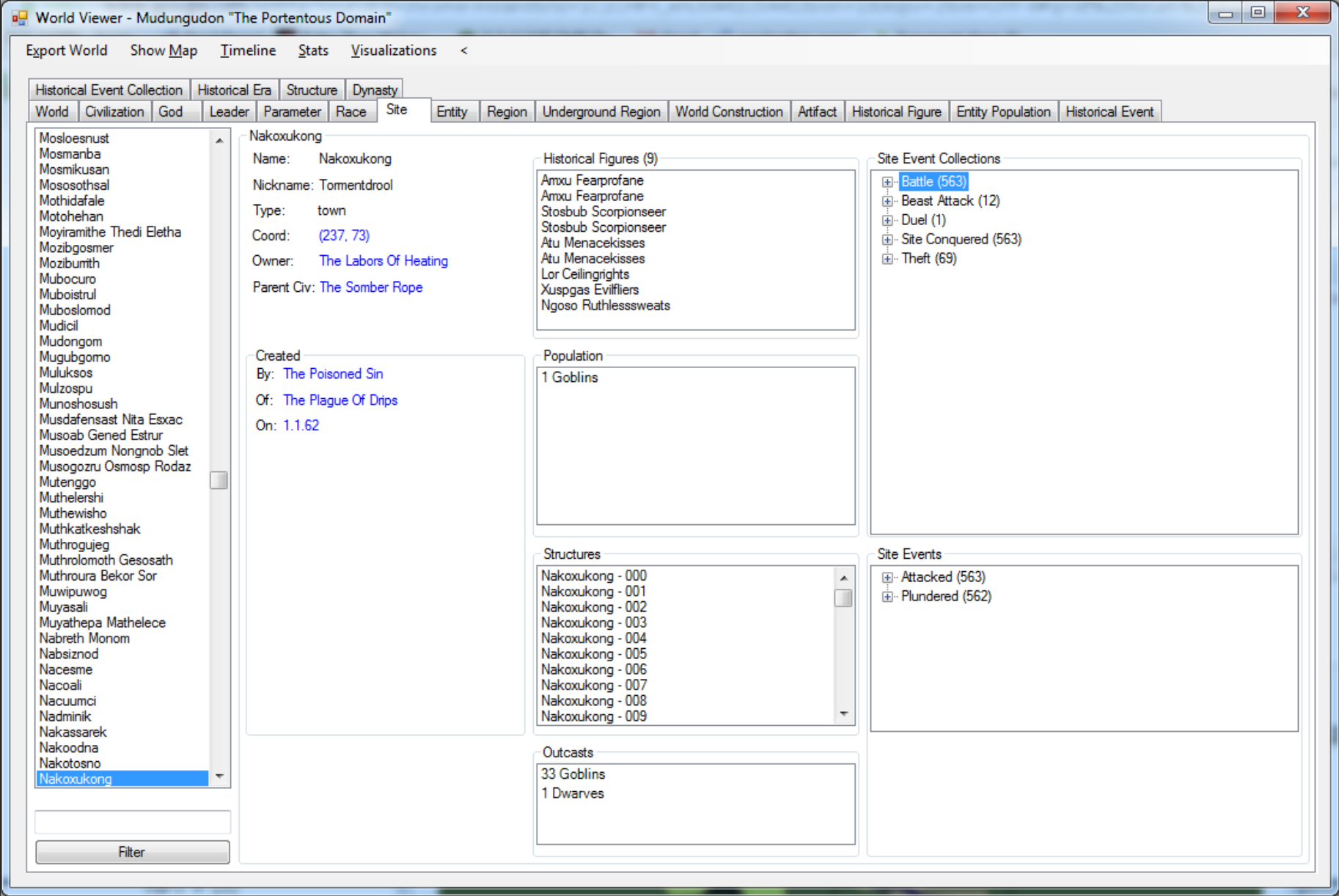
I've updated the turn list, and other posts. Also, we now have Gnorm's save game, I'm looking forward to the story.  
that makes it NAV's turn, I'll check if he has time to play right now.

My own story is slowly progressing, but drawing everything is quite a bit more work than I expected.. I did finish another two pages this week, so it should be finished soonish.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Mason11987** on **June 25, 2014, 03:49:12 pm**

I make World Viewer (<http://www.bay12forums.com/smf/index.php?topic=128932.0>) and someone suggested I export and look into this world to get a bunch of interesting player made history, and it was really interesting. There is tons of interesting stuff in this world that you guys made or experienced. The most interesting of which in my opinion is the site Nahoxukong, here's a screenshot of it in World Viewer

Spoiler: Screenshot (click to show/hide)



It's interesting because there have been 325 structures built on this site and almost all of them were destroyed a year after. This happened continuously for over 400 years, which is really weird. Unfortunately legends mode doesn't give much more in details because it hasn't been discovered but I'm curious what all of those are. it's also the site of several hundred unopposed battles and conquerings, which is also weird.

A few other interesting details. Stukos Stirflag The Unkempt Crowed which was a dwarf under the control of one of you racked up nearly 100 kills over the course of his 25 years of fighting, which is pretty impressive as well.

Just wanted to see if anyone could get any insight on that site, and share some cool details I found!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **June 25, 2014, 03:56:18 pm**

Well, any other lair-dwelling serial killing historical figures can ambush you, so why not mummies?

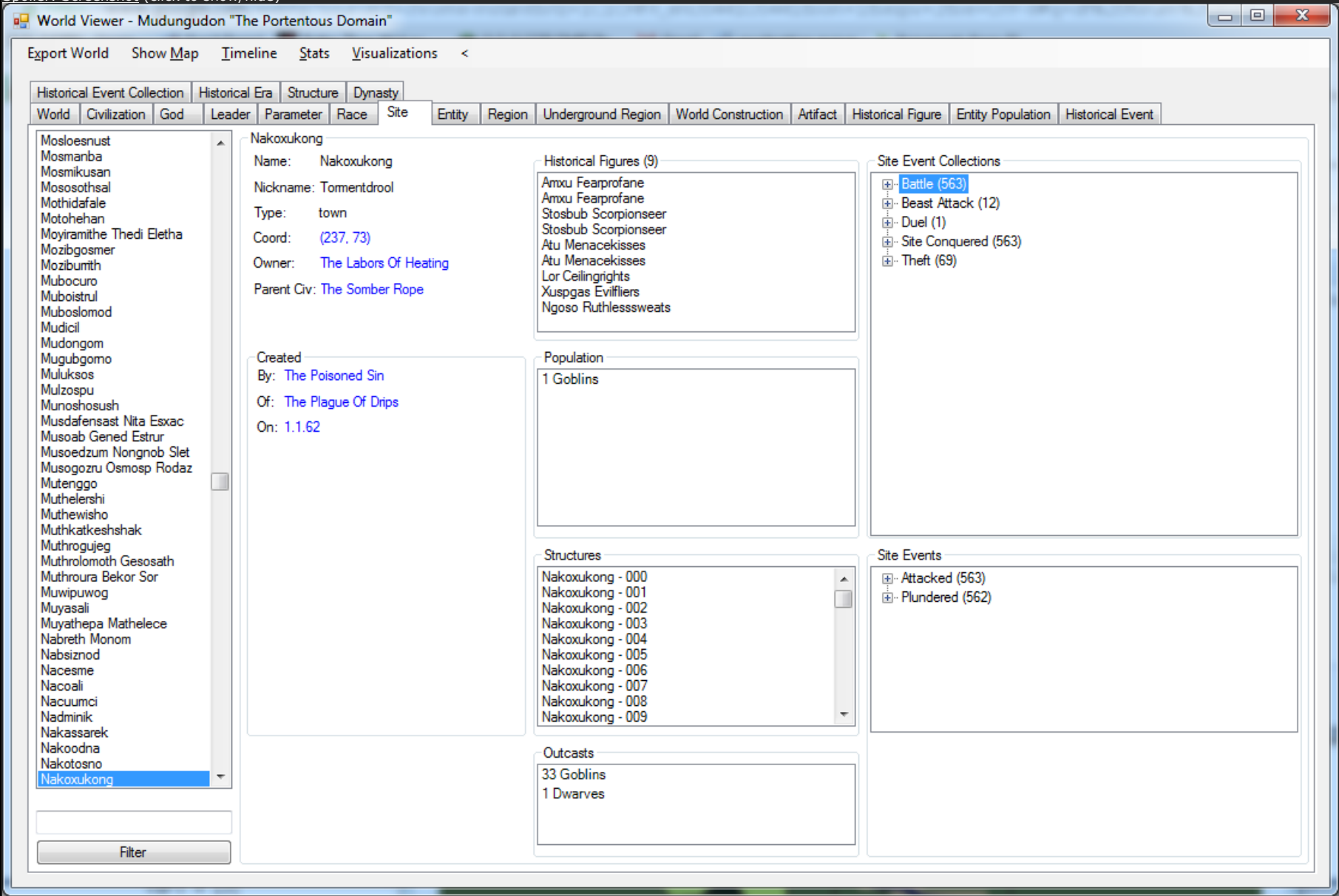
I find it amusing that that site has exactly one goblin living in it. :P

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **June 26, 2014, 03:38:42 am**

Quote from: Mason11987 on June 25, 2014, 03:49:12 pm

I make World Viewer (<http://www.bay12forums.com/smf/index.php?topic=128932.0>) and someone suggested I export and look into this world to get a bunch of interesting player made history, and it was really interesting. There is tons of interesting stuff in this world that you guys made or experienced. The most interesting of which in my opinion is the site Nahoxukong, here's a screenshot of it in World Viewer

Spoiler: Screenshot (click to show/hide)



It's interesting because there have been 325 structures built on this site and almost all of them were destroyed a year after. This happened continuously for over 400 years, which is really weird. Unfortunately legends mode doesn't give much more in details because it hasn't been discovered but I'm curious what all of those are. it's also the site of several hundred unopposed battles and conquerings, which is also weird.

A few other interesting details. Stukos Stirflag The Unkempt Crowed which was a dwarf under the control of one of you racked up nearly 100 kills over the course of his 25 years of fighting, which is pretty impressive as well.

Just wanted to see if anyone could get any insight on that site, and share some cool details I found!

I'm betting the structures were temples/shrines/ect... and that the population kept on building new shrines to make new religions that were then overcome by yet more religions with their own shrines, ect... I've seen similar histories.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **June 26, 2014, 04:49:10 pm**

NAV can't play, that makes it Koter's turn.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **June 26, 2014, 05:00:44 pm**

I just remembered that I have a copy of Neverwinter Nights II ([http://www.gog.com/game/neverwinter\\_nights\\_2\\_complete](http://www.gog.com/game/neverwinter_nights_2_complete)) in my "old games drawer". I think I may be able to build a playable guide to Dinnerwandered, it's sewers and the Museum using the in-game construction kit. Would anybody on-list be interested in this, considering that it has the D&D ruleset attached to it?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **June 26, 2014, 07:18:21 pm**

Quote from: Bralbaard on June 25, 2014, 02:42:50 pm

Great story! That dwarven bone crown is probably the most awesome artifact on the planet.

It does have a suitably menacing name too! Rumortainted the Profane Voids!

Quote

The mummy encounter was quite a close call, it could have ended quite differently. Apparently now Eric's minions have started ambushing us too? I thought they were restricted to lairs..

Mummies have been ambushing for quite a while. The first recorded mummy ambush was Keth Tunnelpads. They will ambush you even if you are undead, and they will be friendly to you. Happened quite frequently to Dishmab too, though he usually just beheaded them anyway.

Quote

Only one nitpick about the story: second and third picture in the first post link to the same picture, that is likely unintentional.

Fixed.

Looking forward to seeing the rest of your artwork Bralbaard (and maybe one day some pics of Dishmab... I think this thread has so many epic moments in it worth immortalising in artwork...)

Quote from: Mason11987 on June 25, 2014, 03:49:12 pm

Stukos Stirflag The Unkempt Crowed which was a dwarf under the control of one of you racked up nearly 100 kills over the course of his 25 years of fighting, which is pretty impressive as well.

Stukos has a fairly significant part to play in my stories, and is probably the most badass non-player character in this world (in my humble opinion).

He was the best military dwarf of Ironhelm the Ocean-Castle and was elevated to Baron of the Impervious Fist due to his fighting prowess. He then became known as the Black Baron after his consort was slain during the tantrum spiral which created the fell-mood dwarf bone crown Rumortainted the Profane Voids.

Mad with grief, he then ordered the opening of the Black Gate - the artefact gabbro door sealing the fort from the demon onslaught in Hell - and lead

the attack which breached Hell and slew many demons with his masterwork adamantine short sword Osed Catten, the Maze of Channels. He finally died of old age and his body was found and interred in his tomb within Ironhelm by Dishmab Northmanor the Mute Saffron Soot, the God-demon of death. His body was later raised as a skeletal warrior by Aco Knitadmire and was forced to fight demons once more. His dismembered skeleton was retrieved from Hell by Kosoth Griffonblaze the Shaken Galley and returned to his rightful tomb, alongside the sarcophagus of his faithful consort Id Copperowned.

More information can be found here (<http://www.bay12forums.com/smf/index.php?topic=104399.msg4706896#msg4706896>) and within the journals of Dishmab and Kosoth, if you're interested.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **June 27, 2014, 02:56:39 am**

[Quote from: Timeless Bob on June 26, 2014, 05:00:44 pm](#)  
I just remembered that I have a copy of Neverwinter Nights II ([http://www.gog.com/game/neverwinter\\_nights\\_2\\_complete](http://www.gog.com/game/neverwinter_nights_2_complete)) in my "old games drawer". I think I may be able to build a playable guide to Dinnerwandered, it's sewers and the Museum using the in-game construction kit. Would anybody on-list be interested in this, considering that it has the D&D ruleset attached to it?

Interesting, but I guess I would need a copy of neverwinter nights II to be able to visit it?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **June 27, 2014, 04:35:31 am**

[Quote from: Bralbaard on June 27, 2014, 02:56:39 am](#)  
[Quote from: Timeless Bob on June 26, 2014, 05:00:44 pm](#)  
I just remembered that I have a copy of Neverwinter Nights II ([http://www.gog.com/game/neverwinter\\_nights\\_2\\_complete](http://www.gog.com/game/neverwinter_nights_2_complete)) in my "old games drawer". I think I may be able to build a playable guide to Dinnerwandered, it's sewers and the Museum using the in-game construction kit. Would anybody on-list be interested in this, considering that it has the D&D ruleset attached to it?  
  
Interesting, but I guess I would need a copy of Neverwinter Nights II to be able to visit it?

Yes, that's true. However, I can set it up as a series of screen captures or even make a series of youtube videos and string them together like a "choose your own adventure" as a kind of "Lets visit the Museum!" thing. Whichever, it'll probably take awhile to get everything built and placed. I've been trying to make a 3d map of Dinnerwandered, the sewers and catacombs, as well as the embarks on/inside its borders using the freeware CAD program "Sketchup 8, but the best I've done so far is a staircase, a few arches and some doors/trapdoors. The actual STUFF or people/creatures - that's out of my talent range to stick in there.

(Incidentally, I've been having a real problem making a staircase that's one meter by one meter by two meters that has up/down stairs that aren't too tall and at the same time able to be passed by to the one meter square behind them. Best I can imagine, they're either poles with handgrips and not stairs at all or rungs in the wall or something. My head hurts trying to imagine a real world analogue that allows you to ascend and descend but also pass by it on four axis as well -straights and diagonals-)

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **June 28, 2014, 09:50:39 am**

[Quote from: kesperan on June 24, 2014, 06:11:05 pm](#)  
I am ambushed by humans, and for a change, they do not drop dead immediately. I bash the master with my ladle, and he is propelled away. While in mid-air, he dies of old age.  
SIG'D

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **TheFlame52** on **June 28, 2014, 11:04:46 am**

[Quote from: Mason11987 on June 25, 2014, 03:49:12 pm](#)  
It's interesting because there have been 325 structures built on this site and almost all of them were destroyed a year after. This happened continuously for over 400 years, which is really weird.  
I've also seen this happen.  
[Spoiler](#) (click to show/hide)  
In 65, The Palace of Heart razed The Chapel of Iron in Denfences.  
In 66, The Palace of Heart of The Wire of Depressions constructed The Cheerful Sanctum in Denfences.  
In 67, The Palace of Heart razed The Cheerful Sanctum in Denfences.  
In 68, The Palace of Heart of The Wire of Depressions constructed The Temple of Bravery in Denfences.  
In 69, The Palace of Heart razed The Temple of Bravery in Denfences.  
In 70, The Palace of Heart of The Wire of Depressions constructed The Abbey of Oil in Denfences.  
In 71, The Palace of Heart razed The Abbey of Oil in Denfences.  
In 72, The Palace of Heart of The Wire of Depressions constructed The Cathedral of Uirtue in Denfences.  
In 73, The Palace of Heart razed The Cathedral of Uirtue in Denfences.  
In 74, The Palace of Heart of The Wire of Depressions constructed The Influential Abbey in Denfences.  
In 75, The Palace of Heart razed The Influential Abbey in Denfences.  
In 76, The Palace of Heart of The Wire of Depressions constructed The Temple of Fingers in Denfences.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **July 01, 2014, 12:01:29 am**

Did anyone find aco's house in dinnerwandered yet? A great bounty awaits

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **July 01, 2014, 01:27:39 am**

No, I searched all over and couldn't find it. Where is it on the map?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Tehsapper** on **July 01, 2014, 03:50:00 am**

That was a really great turn, kesperan! Did you find the main treasure of Evertree, or left it for other generations of adventurers?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **July 01, 2014, 04:49:53 am**

[Quote from: kesperan on July 01, 2014, 01:27:39 am](#)  
No, I searched all over and couldn't find it. Where is it on the map?

Aco is dead I no longer know that information

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **July 01, 2014, 05:18:10 pm**



Quote from: Tehsapper on July 01, 2014, 03:50:00 am  
That was a really great turn, kesperan! Did you find the main treasure of Evertree, or left it for other generations of adventurers?

I didn't find any treasure. I explored the excavated fort and killed two forgotten beasts, and climbed to the top of the tree, but the only thing I took from the fort was a follower who disappeared after I fast travelled.

**Title: Re: The Museum: Adventure mode succession world**  
**Post by: Bralbaard on July 02, 2014, 12:02:24 am**

No response from Koter, that makes it PlayingGood's turn.

**Title: Re: The Museum: Adventure mode succession world**  
**Post by: kesperan on July 06, 2014, 06:26:20 am**

I meant to say please sign me up for a turn in the next version - The Museum 2014 is going to be epic!

**Title: Re: The Museum: Adventure mode succession world**  
**Post by: Clabbage on July 06, 2014, 10:58:56 am**

Hey, I've just finished reading through the thread and I'd like to sign up for a turn, please. The Museum looks like it will be amazing with the new update coming out :D

**Title: Re: The Museum: Adventure mode succession world**  
**Post by: Bralbaard on July 06, 2014, 05:11:27 pm**

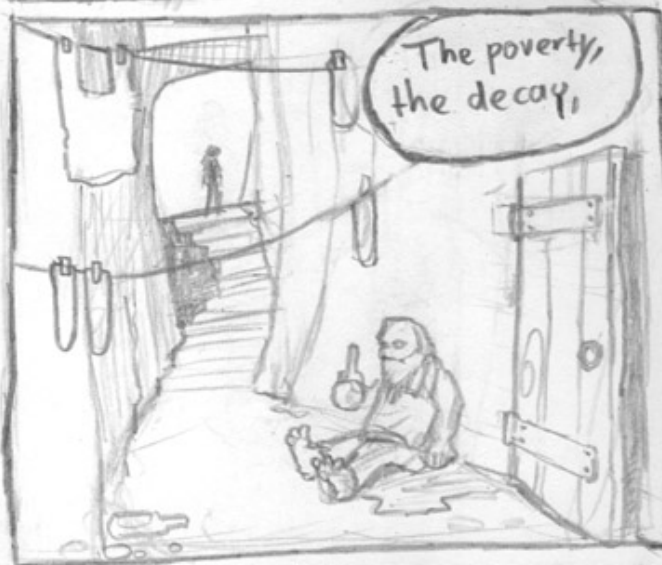
Here is the complete version of Cosla Windarmor's story (finally):

The old part (posted before):

[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)







[Spoiler](#) (click to show/hide)



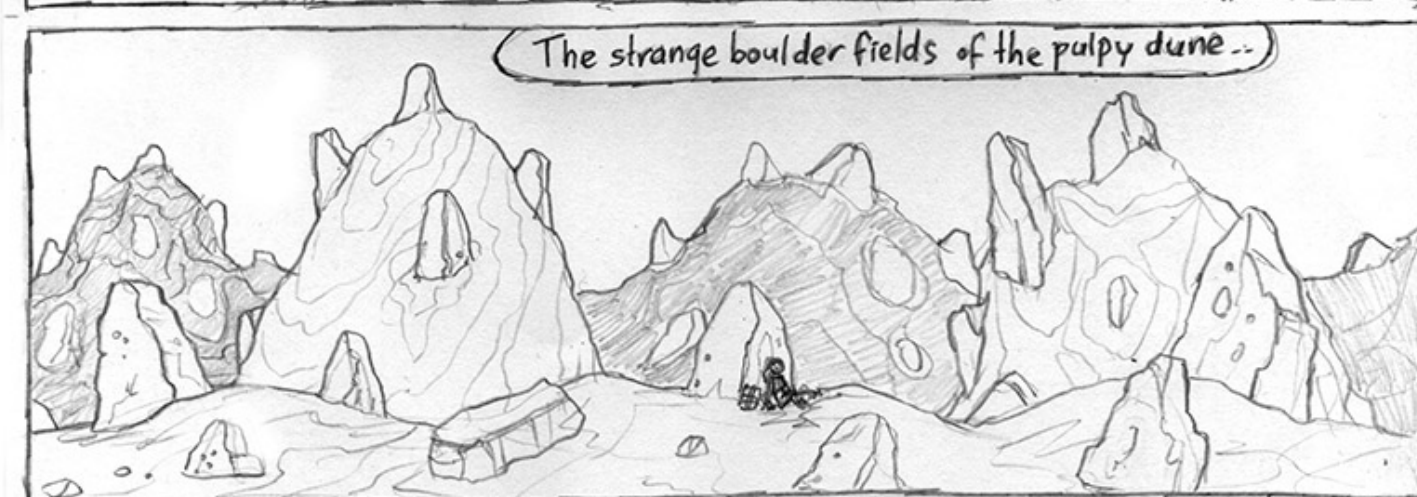
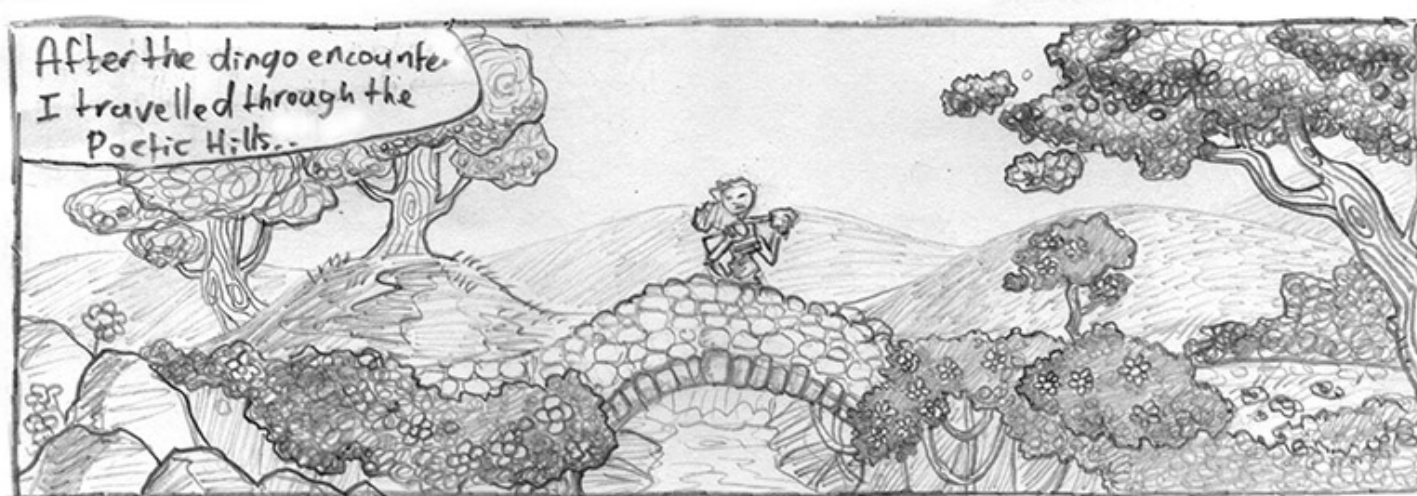


[Spoiler](#) (click to show/hide)



And the rest of the story:

[Spoiler](#) (click to show/hide)







[Spoiler](#) (click to show/hide)

Time to gather some firewood...



Kobold!!



I could become good at this...



So, what were you hiding in that cave, kobold?



What's that down there?



A pig tail sach?



[Spoiler](#) (click to show/hide)





[Spoiler](#) (click to show/hide)





I'll update the turn list later this week, when we know a bit more about the release..

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Th4DwArfY1** on **July 06, 2014, 05:14:40 pm**

Nice work!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Eric Blank** on **July 06, 2014, 06:06:03 pm**

Nice indeed. Poor girl died the same way my first adventurer did, I suppose.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **July 06, 2014, 07:21:41 pm**

Those trolls look almost exactly 850 times better than they did inside my head.

Your artwork is very evocative!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **escondida** on **July 06, 2014, 11:05:19 pm**

Awesome comics! Captured the...humanity, I guess? of the adventurer, too, which was cool.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Clabbage** on **July 06, 2014, 11:26:21 pm**

Very nice! Pity she died so soon, but that's just how DF is I guess!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **July 07, 2014, 02:02:37 pm**

That kobold came out of nowhere, cut my leg, and in the same move caved in my skull. I never had a chance to react. The adventure was very short in reality, only a few in game days with only a short distance covered on the map. That's a good thing, if I had lasted much longer there would have

been no way to draw it all..

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **July 09, 2014, 08:45:59 am**

So... the Museum is going to become HILARIOUS once we upgrade to DF 2014.

You can run max speed and jump kick people. Oh god this will be amazing

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Argonnek** on **July 09, 2014, 11:52:55 am**

We really should wait for the first bugfix update, since trying to block in adventure mode causes a crash.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Azhf** on **July 09, 2014, 04:00:48 pm**

Sign me up. The fixes will probably be up by my turn, so hooray! Such a huge adv update. I have to set an alarm on my phone reminding me to check this every day so I don't miss my turn. Can't wait. Already getting back into DF after a few month long hiatus waiting for DF2014. Love Adventure mode. I first found this months ago, reading about halfway through at the time ( not much) before forgetting about it. I have decided to read only the things linked on the front page and only the first few and few latest stories so as to not know too much. Not sure what I would go for, but that's the point of not reading too much, so it's a challenge to find something!

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **July 09, 2014, 06:50:22 pm**

Bralbaard will need to decide if and when to retire the game and create a new version in DF2014.

I'd imagine the people still pending a turn would be added to the new game's turn list.

I'd like to sign up for The Museum 2014.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Kromgar** on **July 09, 2014, 06:59:43 pm**

Quote from: kesperan on July 09, 2014, 06:50:22 pm

Bralbaard will need to decide if and when to retire the game and create a new version in DF2014.

I'd imagine the people still pending a turn would be added to the new game's turn list.

I'd like to sign up for The Museum 2014.

Well we could always start a SECOND Museum. Running two seperate museum games. I'm not sure if i'd be the best to manage it though... I tend to go in spurts with dwarf fortress

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **July 10, 2014, 12:16:44 am**

I see the new version has been released!

Here is the plan: I will send a PM to everybody still on the list, everybody who wants can have their turn transferred to the turn list for the new museum succession game, or can choose to remain on the list for the current game.

The earliest opportunity for the game to start will be three weeks from now, due to a very busy schedule on my end. At that point the release date for museum 2 will depend on the stability of whatever DF version is around at that time.

There will likely be a two week window for people to respond to PM, I am considering to prune unresponsive people from the list, that way we know for sure we will have a list of motivated people for both games.

Edit: no need to check your inbox yet, I will send the PM's this evening

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Timeless Bob** on **July 10, 2014, 04:04:30 am**

Put me down for the turn for The Museum using DF2014. I haven't used it much yet, but a living world would give the scenario some seriously interesting charm.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **The Lupanian** on **July 10, 2014, 04:26:19 am**

Put me down for 2014 as well.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **July 10, 2014, 03:13:10 pm**

I started playing when DF2012 was pretty stable, so I haven't lived through a release. Is there likely to be a bug patch?

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Bralbaard** on **July 10, 2014, 03:21:52 pm**

Yes, the version number we're playing in the museum succession is 34.11, meaning there were eleven bug patches after the major release 34.0, before the dev cycle for the new release was started. The museum was started in 34.05, when the whole thing was stable enough to start a proper game.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **The Master** on **July 10, 2014, 04:58:16 pm**

If anyone noticed my absence since April, WELL I'M BAAAACK!

On a different note, I will be playing the new version of DF for more **!!FUN!!**

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Migue5356** on **July 10, 2014, 07:51:00 pm**

Count me in for the 2014 museum.



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Clabbage** on **July 11, 2014, 12:29:16 am**

I'm in for the 2014 game too.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Kromgar** on **July 11, 2014, 11:08:15 pm**

So there's apparently a major issue with combat... punching is more effective than a platinum mace and clothing can block weapons that can slice and stab... Its really freaking weird

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 12, 2014, 03:03:31 am**

I'm enjoying the new adventurer interface (40.02) - Although all the options to talk about entities that nobody told me about yet is a bit overwhelming.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Th4DwArfY1** on **July 12, 2014, 07:44:54 am**

Filter is your friend :P

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **deepfreeze78** on **July 12, 2014, 10:22:22 pm**

I think I'll stick with this version. As much as I want all the new features, the bugs are just overwhelming.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 12, 2014, 11:47:43 pm**

Quote from: deepfreeze78 on July 12, 2014, 10:22:22 pm  
I think I'll stick with this version. As much as I want all the new features, the bugs are just overwhelming.

Why not both?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **deepfreeze78** on **July 13, 2014, 12:06:07 pm**

Quote from: Timeless Bob on July 12, 2014, 11:47:43 pm  
Quote from: deepfreeze78 on July 12, 2014, 10:22:22 pm  
I think I'll stick with this version. As much as I want all the new features, the bugs are just overwhelming.  
  
Why not both?

Cause I think I want to wait a little bit anyways before playing on the new one, I'd like to have a pretty good amount of user history in the new one before I play.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Kalsb** on **July 13, 2014, 08:01:33 pm**

I'd totally be up for DF2014 Museum! So far loving what the new version has to offer... before it crashes. I should really save more often...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Eric Blank** on **July 13, 2014, 08:35:15 pm**

I should probably stop getting stabbed. Its bad for my health. Fun, though. All the new/changed features make it a little more difficult.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Migue5356** on **July 15, 2014, 12:17:40 am**

Sneaking is hilariously broken, except with demons, those notice me even if I'm out of their FOV.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **July 15, 2014, 05:06:48 pm**

Quote from: deepfreeze78 on July 12, 2014, 10:22:22 pm  
I think I'll stick with this version. As much as I want all the new features, the bugs are just overwhelming.

It has the added advantage that your turn is likely to come up quite quickly.  
All new versions so far have broken save compatibility, and so far I've mostly been unable to play because of crashes, it may be a while before we have a stable version.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **July 15, 2014, 08:13:38 pm**

Quote from: Bralbaard on July 15, 2014, 05:06:48 pm  
Quote from: deepfreeze78 on July 12, 2014, 10:22:22 pm  
I think I'll stick with this version. As much as I want all the new features, the bugs are just overwhelming.  
  
It has the added advantage that your turn is likely to come up quite quickly.  
All new versions so far have broken save compatibility, and so far I've mostly been unable to play because of crashes, it may be a while before we have a stable version.

... Especially if we want a large world with a long history like the current world. And we do!

I've not played any 0.4 yet but I can imagine the future incarnation of Dishmab is going to have fun...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **July 17, 2014, 03:05:05 am**

Deepfreeze78 can start his turn for the current game, all other people so far want their turn transferred to the new game. There are a few unresponsive people above him that will, if they remain silent, be removed from the list. Even if they respond, I guess its likely they opt for the new game.

It's good to keep things moving

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 17, 2014, 04:11:59 am**

To clarify, I'd like to be included in both the continuing 34.11 and the new 40.xx games.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Tehsapper** on **July 17, 2014, 05:43:39 am**

New version is going to be even more fun for adventures, even though it will be easier since every bandit will explode in a trail of tears once you encounter them.

So I'm for DF2014.

Also it seems that two oaken slabs of elven poetry in the Evertree were either not reclaimed or lost to time. Would be a shame if they were forgotten.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **deepfreeze78** on **July 17, 2014, 11:32:19 am**

All right, I'll start my turn as soon as I can! I'll be back with updates soon!

EDIT: WOW. That save is huge. Makes sense I guess, but still... Wow.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Phenoix12** on **July 17, 2014, 07:59:58 pm**

I'm very interested in joining the 2ed museum adventures at some point. Hopefully we manage to get a stable version soon.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NAV** on **July 17, 2014, 08:33:15 pm**

I have a working computer again! Sign me up for another turn. New or old world, doesn't really matter.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **July 18, 2014, 05:51:34 pm**

I will be away for the next week and will update the turn list once I return,  
If I understand correctly the turn list for the current game (minus unresponsive people) is:

deepfreeze78 (playing now)  
timeless bob  
NAV

The above may be incorrect, feel free to correct it, if that's the case, and feel free to pass the save on in my absence.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 18, 2014, 08:32:41 pm**

Will do. Thanks for the heads up, Braalbard.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **deepfreeze78** on **July 20, 2014, 07:11:04 pm**

Ralthar Galkaopoc was what some people would call the worst human being in existence. He had no skills to speak of, was weak and slow beyond belief, and had the social skills of a rock. To call him the worst human being in existence would actually be a compliment. We recently found his diary, and now we will share it with you.

Spoiler: Worst Human Being in Existence (click to show/hide)

Create Your Character

FPS: 200 (41)

Skill remaining: 35

Race: Human, ♂, Peasant

Attributes remaining: 72

Very Low Strength

1

Very Low Agility

1

Very Low Toughness

1

Very Low Endurance

1

Very Low Recuperation

1

Very Low Disease Resistance

1

Very Low Analytical Ability

1

Very Low Focus

1

Very Low Willpower

1

Very Low Creativity

1

Very Low Intuition

1

Very Low Patience

1

Very Low Memory

1

Very Low Linguistic Ability

1

Very Low Spatial Sense

1

Very Low Musicality

1

Very Low Kinesthetic Sense

1

Very Low Empathy

1

Very Low Social Awareness

1

Not Swordsman

5

Not Maceman

5

Not Axeman

5

Not Hammerman

5

Not Pikeman

5

Not Bowman

5

Not Crossbowman

5

Not Spearman

5

Not Lasher

5

Not Fighter

5

Not Archer

5

Not Observer

5

Not Swimmer

5

Not Ambusher

5

Not Shield User

5

Not Armor User

5

Not Dodger

5

Not Wrestler

5

Not Striker

5

Not Kicker

5

Enter: Done

ESC: Back

829346: Scroll

-= to change

The Diary of Ralthar "Deepfreeze" Galkaopoc

Morning of 24th of Limestone, 1188

*I'm terrible at everything. I have no friends. My own parents abandoned me. I'm weak. I'm useless. But I'm going to change that. Today I will leave my home hamlet of Homesinches, and I will become the greatest adventurer of all time. I will fill the museum that I've adored since my birth with treasures of my heroic actions. This is my chance to become more than Ralthar the Weak. Goodbye, Homesinches. Goodbye, Kanil.*

Spoiler: Took One Step... (click to show/hide)

**Kanil Ocgimoto, Tanner has died of old age.**

That, alas, was the only entry. We found this diary at the bottom of a river in the Hills of Murdering, with Ralthar the Weak's body. It's been an accepted story that Ralthar drowned in the river, probably while trying to learn how to swim.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **deepfreeze78** on **July 20, 2014, 07:26:17 pm**

Well, that ended quickly. Lesson learned- You need SOME skills/attributes.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **TheFlame52** on **July 20, 2014, 07:55:58 pm**

That's the funniest thing I've seen all week.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 20, 2014, 08:16:13 pm**

I think that's the first time I've ever heard of an adventurer dying of old age *while he was being played!* Kudos on getting a "first" in the Museum game. Looking forward to seeing what kind of fortress you decide to build.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **deepfreeze78** on **July 20, 2014, 08:17:32 pm**

Oh no that wasn't me that died of old age, that was someone else in the town. I drowned in the first river while trying to train swimming.

I gotta say though, that would've been hilarious if I had.

Also, I'm not making a fortress. My forts never turn out well, and I've got the creativity of a ~~rock~~ Ralthar.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 20, 2014, 08:45:08 pm**

Ah Ok. Then I guess I'll grab the save when you post it and go.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **deepfreeze78** on **July 20, 2014, 08:51:27 pm**

Quote from: Timeless Bob on July 20, 2014, 08:45:08 pm  
Ah Ok. Then I guess I'll grab the save when you post it and go.

Here you go:

<http://dffd.wimbli.com/file.php?id=9097>

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **TheFlame52** on **July 21, 2014, 05:51:12 am**

Oh, wow, I looked at the turn list and I'm coming up soon. That means I'll be one of the founding adventurers for the new Museum. This intrigues me.

On a similar note, what mods are we using, if any? I recommend a simple one that lets one play as all races in adventure mode.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **kesperan** on **July 22, 2014, 06:46:07 pm**

Quote from: Bralbaard on April 17, 2013, 03:43:29 pm  
The bug report has been posted:  
  
<http://www.bay12games.com/dwarves/mantisbt/view.php?id=6310>  
  
Please feel free to post further information to the bug report. I think it would be very useful if we had a link to the 2012 succession world save that has the same problem, I however can't find it.

Quote from: Eric Blank on April 16, 2013, 05:43:07 pm  
Downloading turn 30 and making and retiring another adventurer (without interacting with any of the other adventurers) results in the bug recurring again.

Didn't notice this earlier, but that didn't work for me in an earlier attempt:

Quote from: Bralbaard on April 13, 2013, 06:37:05 am  
I don't think we can scroll to the existing adventurers. Also, its not strictly caused by the number of adventurers on the list. I took one of the last working saves and started and retired five or six adventurers in that save, it did not trigger the bug.

Looking through the mists of time, I recalled a bug report that Bralbaard submitted a while ago, hoping the adventurer selection crash bug that causes us to have to find our old adventurers and bodyswap to them had been fixed for 0.40.

Looks like nothing has happened to that bug since though :(

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **Migue5356** on **July 22, 2014, 10:39:33 pm**

Quote from: kesperan on July 22, 2014, 06:46:07 pm  
Looking through the mists of time, I recalled a bug report that Bralbaard submitted a while ago, hoping the adventurer selection crash bug that causes us to have to find our old adventurers and bodyswap to them had been fixed for 0.40.

Looks like nothing has happened to that bug since though :(

The only followup was to post the save at <http://dffd.wimbli.com/> which was not possible at the time due to the file size being to big for the site, IIRC.

Title: **Re: The Museum: Adventure mode succession world**  
Post by: **deepfreeze78** on **July 23, 2014, 12:12:37 pm**

Quote from: kesperan on July 22, 2014, 06:46:07 pm  
Looking through the mists of time, I recalled a bug report that Bralbaard submitted a while ago, hoping the adventurer selection crash bug that causes us to have to find our old adventurers and bodyswap to them had been fixed for 0.40.

Looks like nothing has happened to that bug since though :(

IIRC, Today said that for the new release he didn't really purposely fix old bugs, so the only way to know if it's fixed is through practice.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 24, 2014, 08:48:23 pm**

The brief adventures of Inish Kingfinder, girl detective!  
Spoiler (click to show/hide)



As I was strolling through the human hamlet of Rarefreinds in the Amazing Hills of Blunting, I came upon a most gruesome sight: A human fisherman bruised head to toe, crutching at his side as he ran away from a great pool of blood and a single boning knife. The man was clad all in grey, but his fishy stench of his profession followed his trail like a faithful hound. What had happened here? I am a dwarf and blood does not alarm us much. It's why we make such good detectives, police officers, soldiers and barkeepers. (Well, the last is because we have bar none, the best palates of all the races as well. Elves may live forever, but they prefer "gnomeblight" to anything else. Yuck.)

Detective Ingish Kingfinder is on the case!

## The Mystery of The Bloody Fisherman:

"Oi!" I shouted to the fleeing fishmonger.  
"What's the trouble?"

"What do you want, Dwarf?" he grunted, then hurried off into an alleyway.

Well, he wasn't much use, was he? No worries, I'll just have to go investigate the scene of the crime...



On closer inspection, what I'd taken to be a boning knife was instead a gory bronze shield and two right handed troll fur gloves (one still containing a hand) (item pile 1). It was the hand that gave it away - the fisherman had run afoul of a goblin! The blood had a greenish tint to it, no doubt it belonged to the goblin who had so carelessly left his hand, gloves and shield here. Down the road I espied a silver morningstar (item 2), laying next to the mutilated form of a goblin clad in copper armor. (item pile 3). Well, that mystery solved itself rather quickly. The morningstar and the armor were all in good shape and as a dwarf, it is my solemn duty not to leave gifts from Armok unused, so I stripped the corpse and what I didn't keep, I left in a neat pile in the closest hovel as a gift to its inhabitants.

"Here", offered one of the humans handing me a quiver full of arrows. "I know your type - you're an adventurer, aren't you?"  
"I am a detective!", I corrected him firmly, but took the quiver anyway, strapping it to my waist. "Do you know of any unsolved local crimes?"  
"Try the city of Searchshoves - I hear they have a vampire problem up there. It's just half a day's walk north of here."



Searchshoves is the ancient Dwarven capitol of the Rough Labor. A vampire in that city might very well be the King.

The goblin's contributions fit me rather well, don't they?



I slept in one of the human's high beds that night, then in the morning i rose, washed the cobwebs of sleep from my brain and refilled my waterskin in the local brook. Then north I travelled, to the Capitol. North on the rumor of vampires. Noon found me passing through the hamlet of Phraseduncles. Several humans seem to have died here from old age, but on one I found a giant axe blade made entirely of iron and a pouch of human coins in various denominations totalling ten gold, thirty-eight silver and one hundred thirty-eight copper. I wonder if this human was once an adventurer, fallen upon hard times? Asking those nearby, they merely shrugged and replied that he'd called himself "Innah Ihhiabe" and had fancied himself a caravan driver.

I stowed the axe blade and bulging pouch of coins in my travel pack and showed Phraseduncles my heels. I still had some distance to cover before night found me once again. The late afternoon sun eventually showed me the hamlet of Craftsbolt, and I spent the night in the headman's house which he shared with his son and dead wife. Humans are strange folk like that - thier dead never haunt them, nor do they rot, so the corpses are kept in the places where they died as keepsakes, doorstops and sometimes hat stands.



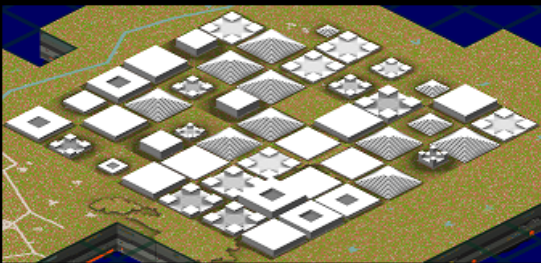
*The next morning, I continued my journey north and came upon a great necropolis. As I wandered between the tombs, I wondered, "Who do they have interred in here, I wonder?" It was child's play to jimmy the lock on one and within I found several human corpses in attendance to a coffin and memorial slab. On the slab was engraved:*



*In memory of Nebo Hiborulo  
Born in 54, died peacefully in 167  
Lady of the Tenacious Unions 158 - 167  
Devoted mother and wife.*

*Not wishing to intrude further, I respectfully closed and relocked the door. Who else was interred in this necropolis, I wondered. A few more doors might be all that stood between the mystery and the answers I sought. "Well, I AM a detective!", thought I, and this is a mystery!*

## The Mystery of the Human Necropolis



*Unfortunately, the Mystery of the Human Necropolis was to remain unsolved, because as Inish was creeping about reading slabs, the Fifteen Warthogs of the Apocalypse were hunting him. Eventually, they found and slew this interloper before going back to their warthoggy days of rooting about the stones of the necropolis.*

*Even in death, Humans prove to be a strange folk.*

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 24, 2014, 08:50:55 pm**

I have until the 26th to build something before passing along the save. Yeesh, those warthog demons were nasty!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **July 25, 2014, 08:46:43 am**

Actual demons or just ill-tempered regular warthogs?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 25, 2014, 01:57:21 pm**

The latter, I'm afraid - but the story's more interesting with warthog demons rather than the adventurer dying from "hoof to the head" disease.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Cerapter** on **July 25, 2014, 04:45:46 pm**

If there ever will be a museum world for 40.xx, count me in.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Nail** on **July 25, 2014, 05:28:31 pm**

Yeah what that guy said!

Just to be clear, sign me up as well.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **July 26, 2014, 03:44:43 pm**

I have removed the unresponsive people from the list, and have separated the turn list into a list for the current game and a list for the upcoming game. Let me know if there are any mistakes in the lists, also feel free to sign up for any, or both of the two games.

I'll experiment a bit with DF2014 in the coming week.  
If I interpret the blog by Toady correctly, the next version should be quite stable, since he seems to have moved from fixing crashes to optimization and more innocent looking bugs. It will take some time to set up an interesting world and find a good site for the museum, we should make sure we have a good and interesting world if we're going to run this game for the next two years...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **deepfreeze78** on **July 26, 2014, 04:00:07 pm**

Can I be added to both lists?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **July 26, 2014, 04:01:40 pm**

Sure!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Nail** on **July 26, 2014, 04:10:36 pm**

Yeah take your time, it's probably gonna take a while for people to become accustomed to the new mechanics anyway.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 28, 2014, 06:33:48 am**

Sorry for keeping the save an extra two days - RL snuck up and clanged me across the noggin with busyness, like a sudden goblin zerg rush of archers.

<https://www.dropbox.com/s/ufw79w5jzq2n9zr/The%20Museum.zip>

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **July 28, 2014, 09:49:13 am**



No problem,  
That makes it NAV's turn. NAV, Timeless Bob's fortress is still loaded, you'll have to abandon it before you can start.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **July 28, 2014, 07:12:37 pm**

That's right - those "Nemesis Unit Load Fail" crashes had me saving the fortress every five minutes. Civ was "The Rough Labors" if that helps.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Tehsapper** on **July 29, 2014, 05:41:03 am**

I think I was left out from the list of the upcoming game, so please let me in.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Phenoix12** on **July 30, 2014, 12:32:54 pm**

I'd like to sign up for the new museum!  
Is that done here or is there a new thread?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 04, 2014, 02:36:01 pm**

Quote from: Tehsapper on July 29, 2014, 05:41:03 am  
I think I was left out from the list of the upcoming game, so please let me in.

I think I fixed it, your turn came before Jarathor's if I'm not mistaken. I've also added Phenoix12.  
I'll try to get the game up this weekend.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Phenoix12** on **August 04, 2014, 07:39:53 pm**

Quote from: Bralbaard on August 04, 2014, 02:36:01 pm  
I think I fixed it, your turn came before Jarathor's if I'm not mistaken. I've also added Phenoix12.  
I'll try to get the game up this weekend.

Hopefully what is out now is stable enough for prolonged play.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Clabbage** on **August 05, 2014, 01:43:54 am**

Sure the latest version seems fairly stable, but the game isn't as challenging/interesting with the current state of the emotion system. Personally I'd rather wait until Toady at least gets that fixed up.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 05, 2014, 04:08:20 am**

Quote from: Clabbage on August 05, 2014, 01:43:54 am  
Sure the latest version seems fairly stable, but the game isn't as challenging/interesting with the current state of the emotion system. Personally I'd rather wait until Toady at least gets that fixed up.

I've been having fun nicknaming all my non-lethal encounters so far - "Smitty" the Troglodyte is my favorite so far. He gets so scared upon seeing my adventurer that he runs away right into a tree and beaks his ankle, or an arm, or last time he jumped off a 3-z-level cliff to get away and broke both legs and his "middle spine's tissue". I usually just offer to make him a hearthperson, but by then the poor dear has passed out from the pain. So my dwarf will camp out by him all night, sleeping in dozes before taking off again.

Pretty interesting new stuff.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 05, 2014, 11:42:17 am**

Also: Good news! I just did some !!SCIENCE!! regarding artifacts and furniture: Both are able to be picked up and moved in adventure mode without any wackiness. Yes, my dwarven adventurer quickly drowned when he tried swimming with an 816 urist stone artifact statue in his backpack, but that's beside the point. He also had been wearing an artifact ring made of hematite from an entirely different previous fortress too, and had been able to sleep/retire while wearing it, drop it off at another site, leave it there then later retrieve it as well. So - that bug is happily no more!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Phenoix12** on **August 05, 2014, 02:12:02 pm**

Quote from: Clabbage on August 05, 2014, 01:43:54 am  
Sure the latest version seems fairly stable, but the game isn't as challenging/interesting with the current state of the emotion system. Personally I'd rather wait until Toady at least gets that fixed up.

I agree, just looking at the main site 0.40.07 is already being worked on and judging by the rate of releases for bug fixes it will be out in a week or so... and then most likely another then another. We should wait at least a little while longer so we can make sure to get the best experience.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 05, 2014, 02:44:48 pm**

Quote from: Phenoix12 on August 05, 2014, 02:12:02 pm  
Quote from: Clabbage on August 05, 2014, 01:43:54 am  
Sure the latest version seems fairly stable, but the game isn't as challenging/interesting with the current state of the emotion system. Personally I'd rather wait until Toady at least gets that fixed up.  
I agree, just looking at the main site 0.40.07 is already being worked on and judging by the rate of releases for bug fixes it will be out in a week or so... and then most likely another then another. We should wait at least a little while longer so we can make sure to get the best experience.

We can wait a bit. Is the 'current state of the emotion system' properly reported on the bug tracker as a bug, or is it a feature? The same could be asked of the current state of the sneaking system. Both seem to make the game a lot easier than we are used to, but few people have played the old adventure mode as extensively as us, and I can imagine that it is regarded as a low priority bug, or indeed a feature. For now Toady seems to focus on fortress mode bugs.

edit: after playing some 40.06 it does appear to be badly broken, none of the wildlife I encounter seem to respond to anything, they just sit there, even when attacked.



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Timeless Bob** on **August 05, 2014, 04:00:55 pm**

That's odd. The wildlife seem fine in 40.05...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Clabbage** on **August 05, 2014, 04:52:29 pm**

It seems to be random whether people/creatures want to fight or not. I've seen people flee in terror for no reason, or start no quarter combats with me and then not even follow them up. It's odd...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **kesperan** on **August 05, 2014, 06:21:50 pm**

I think I'd rather wait for a more stable version if major aspects of adventure mode are wonky.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Bralbaard** on **August 08, 2014, 03:52:48 am**

Quote from: Timeless Bob on August 05, 2014, 11:42:17 am

Also: Good news! I just did some !!SCIENCE!! regarding artifacts and furniture: Both are able to be picked up and moved in adventure mode without any wackiness. Yes, my dwarven adventurer quickly drowned when he tried swimming with an 816 urist stone artifact statue in his backpack, but that's beside the point. He also had been wearing an artifact ring made of hematite from an entirely different previous fortress too, and had been able to sleep/retire while wearing it, drop it off at another site, leave it there then later retrieve it as well. So - that bug is happily no more!

And some bad news. The bug where fortresses suffer from FPS death after many visits still exists. After sleeping repeatedly in an abandoned site slowdown occurred, and leather started to accumulate on the surface. I'll post an update to the bugtracker, it would be nice if this bug could be fixed in one of the upcoming bug fixes.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Timeless Bob** on **August 08, 2014, 12:26:01 pm**

Good call, Braalbard.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Phenoix12** on **August 09, 2014, 07:13:42 pm**

Will the new Museum be put into it's own forum.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **SOGGYPOTATOCHIPS** on **August 09, 2014, 09:03:32 pm**

I'd like a turn in the new museum.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Eric Blank** on **August 12, 2014, 12:40:00 pm**

I've been thinking; if we want toady to be able to fix the bugs that have been plaguing the museum game, we need to provide a save that gives good examples. Maybe we could run a succession world similar to the museum's principle of alternating adventure and fort modes, but forget about worrying about detailed stories: generate an old world in the current version with as close to 30k historical figures as possible so as to quickly recreate the crash on attempting to unretire adventurers we have with the current save, then each make an adventurer, visit all the places and do all the tasks you can in 3-4 days, then spend the rest of the time creating a fort. Make a cluster of forts near a small civilization like we have now so adventurers can get to them and run through them repeatedly.

In a month or two we could rack up a single save that demonstrates multiple bugs if we each keep a log of all the issues we find in any mode of play, and submit those logs alongside the save to the relevant bug reports on the bug tracker, Toady would have examples of all of them, which might make it easier for him to pin down some of them. And it could be doubly helpful because some of the bugs we've been experiencing may only be able to show up in worlds that go through a lot of wear. We as individuals probably don't often play one world long enough for that to happen, and the current museum save isn't going to be as relevant.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Timeless Bob** on **August 12, 2014, 01:54:42 pm**

Quote from: Eric Blank on August 12, 2014, 12:40:00 pm

I've been thinking; if we want toady to be able to fix the bugs that have been plaguing the museum game, we need to provide a save that gives good examples. Maybe we could run a succession world similar to the museum's principle of alternating adventure and fort modes, but forget about worrying about detailed stories: generate an old world in the current version with as close to 30k historical figures as possible so as to quickly recreate the crash on attempting to unretire adventurers we have with the current save, then each make an adventurer, visit all the places and do all the tasks you can in 3-4 days, then spend the rest of the time creating a fort. Make a cluster of forts near a small civilization like we have now so adventurers can get to them and run through them repeatedly.

In a month or two we could rack up a single save that demonstrates multiple bugs if we each keep a log of all the issues we find in any mode of play, and submit those logs alongside the save to the relevant bug reports on the bug tracker, Toady would have examples of all of them, which might make it easier for him to pin down some of them. And it could be doubly helpful because some of the bugs we've been experiencing may only be able to show up in worlds that go through a lot of wear. We as individuals probably don't often play one world long enough for that to happen, and the current museum save isn't going to be as relevant.

Will he want to focus on the 34.xx game at all, now that he has the 40.xx updated game out of the pipeline? I like the idea, but perhaps starting up a 40.xx game instead and running through it like you suggested might be the more viable solution.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Bralbaard** on **August 12, 2014, 02:05:03 pm**

I assume the game would be in the new version.

Now is definitely the time to hunt for bugs and get them fixed, and I'm sure this one would be high priority if we have a save that produces the crash. The problem is that the 'crash on unretirement bug' has always been hard to reproduce, and we do not know if the current version even has the bug. I've started a game for myself to hunt for it ( while having some fun with the new version). Feel free to start a community game to hunt for this, and other bugs. The more people we have looking for it, the better.

It would be usefull to hunt for other bugs as well that would appear in longer games only. We do not really know how stable this whole ' history continues after worldgen' thing is, but I'm sure it will have some problems.

I'll update the turn list.  
NAV, is there any news on your turn?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **NAV** on **August 12, 2014, 03:16:47 pm**

Nganiz Mirthpointy was his name. He was skilled at hitting people with things.

Nganiz was in his village hut, crammed full of strangers and with a pile of corpses in the corner. He asked for a quest, and a beekeeper told him the

Xale of a vampire in the city to the northwest. A vampire who killed over 2000 in his lust for murder.

Nganiz went to the city and asked the locals. They all said the vampire was in the city keep. He wandered around the city, through the corpse strewn markets and into the corpse filled keep. Strangely they were mostly dwarven corpses.

There was no vampire in the keep, or under it. There was some armour and shields though so he took those. He wielded a shield in each hand.

He traveled to a nearby town looking for adventure. He found a goblin master lasher. One lash to each leg, then two to the head and Nganiz was no more.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 12, 2014, 03:42:11 pm**

That's a sad story.. DF 34.11 NPC's are definitely a lot more effective than those in the current version...  
Can you post the save game?

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About the "unretire crash bug" it will be very hard to track down. It only showed up in our current game after we had over 30 adventurers, we were unable to trigger it from the last good save game, nor did we find any hint as to what caused it.

The bug report can be found here:  
<http://www.bay12games.com/dwarves/mantisbt/view.php?id=6310>

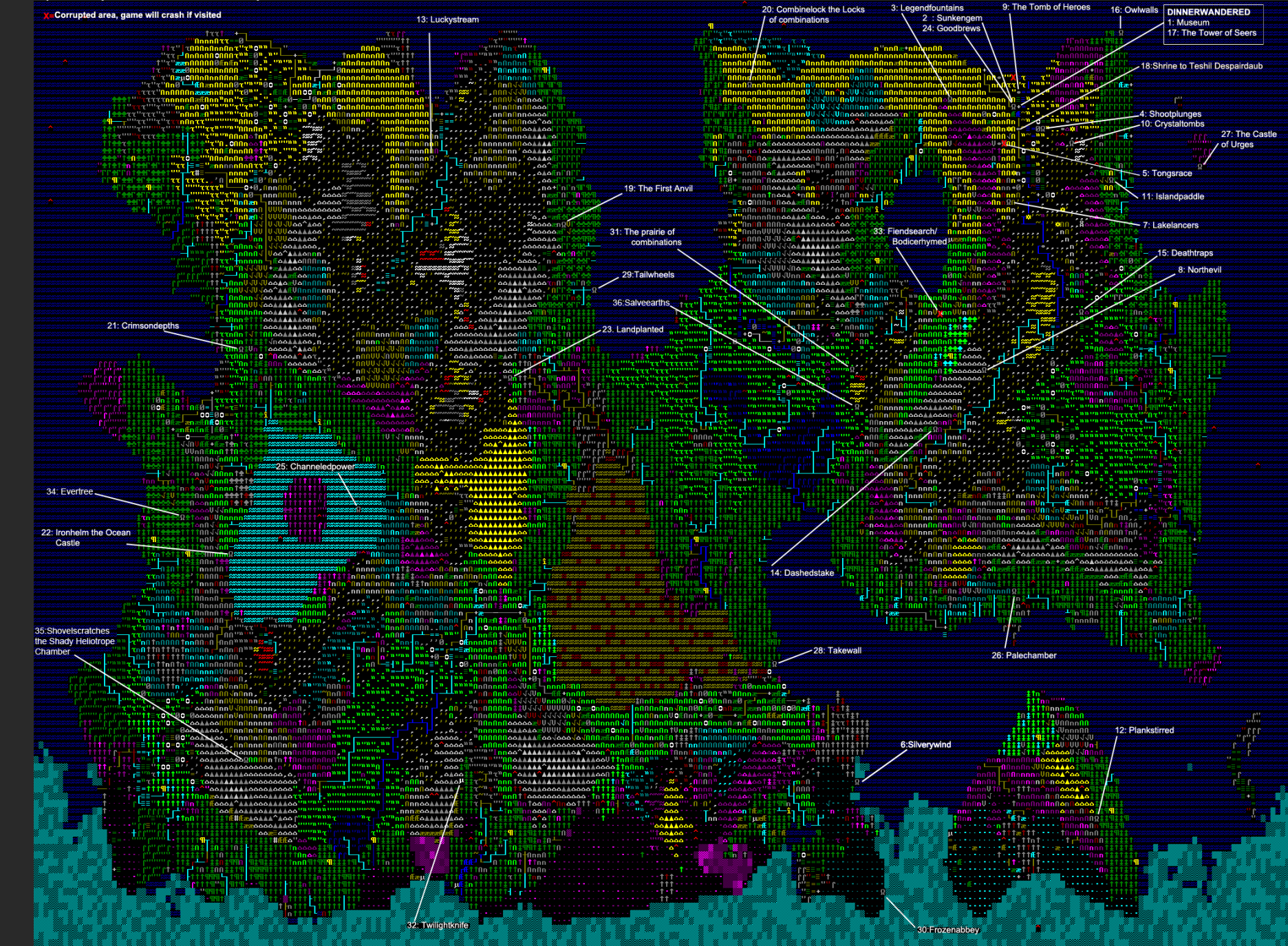
Discussion in this very topic, can be found here:  
<http://www.bay12forums.com/smf/index.php?topic=104399.msg4171715#msg4171715>

We know Atomic Chicken likely ended his turn by retiring his adventurer (he at least survived). My guess would be that his adventurer somehow became corrupted, and that any attempt that tries to reload or view his adventurer will trigger a crash (such as opening load adventurer page with his name).  
We know retired adventurers can become corrupted, Evictedsaint's adventurer had his character become completely corrupted upon retiring, any attempt to visit the village he retired in (an event that would lead to his adventurer being loaded) causes the game to crash, some discussion of that can be found here : <http://www.bay12forums.com/smf/index.php?topic=104399.msg4693521#msg4693521>  
(in response to why his information couldn't be added to the list of achievements and deaths that Kesperan has made)  
By that time obviously, we were already unable to unretire. We do not know if it would have triggered the unretire crash had it been a fresh game, but it seems likely. We also do not know where atomic chicken retired, so it is hard to test from our current game if his adventurer can be approached in adventure mode or causes a crash like Evictedsaint's.  
The bug is thus likely triggered by some kind of save game corruption. Evictedsaints village now triggers the "failed to load nemesis unit" error, but I think that is a very general message that is not very informative.  
We should probably have reverted to the last good save when the thing occurred in our current game, and that might have allowed us to play bug free for a much longer time. Or it might not have.  
Toady has fixed several save game corrupting bugs lately, but those might have been unrelated, or he might have caught it, but that would be hard to confirm, it is hard to proof a bug isn't there.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 12, 2014, 04:13:51 pm**

I also finally updated the map with Timeless Bob fortress, Salveearths. It's close to the prairie of combinations.

Spoiler (click to show/hide)



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Plancky** on **August 12, 2014, 05:24:52 pm**

Well this bug is now dead so swarms of swarms of animals no longer clog up sites from repeatedly sleeping at them.  
<http://www.bay12games.com/dwarves/mantisbt/view.php?id=7821>



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 13, 2014, 04:21:39 pm**

That was probably the worst bug for adventure mode in 34.11, good news.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NAV** on **August 13, 2014, 08:38:44 pm**

Here's the save. (http://dff.d.wimbli.com/file.php?id=9388)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Gnorm** on **August 13, 2014, 09:46:29 pm**

Sign me up for the new game.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 14, 2014, 12:07:21 am**

You've been added to the list.. Have you had time to write a story about your previous turn?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 14, 2014, 01:08:39 am**

Also, I guess we are waiting for the whole morale situation to get fixed in adventure mode, but Fortress mode is already playable. How about getting some fortresses build for our explorers? The current version will likely be forward compatible, so that shouldn't be an issue.  
We could have a short list of people interested in building a fortress, and I can send the save game to the first one on that list by PM (So the world won't be spoiled for others before we start playing). There would be no guarantee that you get to play a turn while on this list, because the real game might be started at any moment.  
I have a world generated. Is anyone interested in building a fortress?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 14, 2014, 03:16:45 am**

Quote from: Bralbaard on August 14, 2014, 01:08:39 am  
Also, I guess we are waiting for the whole morale situation to get fixed in adventure mode, but Fortress mode is already playable. How about getting some fortresses build for our explorers? The current version will likely be forward compatible, so that shouldn't be an issue.  
We could have a short list of people interested in building a fortress, and I can send the save game to the first one on that list by PM (So the world won't be spoiled for others before we start playing). There would be no guarantee that you get to play a turn while on this list, because the real game might be started at any moment.  
I have a world generated. Is anyone interested in building a fortress?

I'm interested. I've already had my ass handed to me by a jumping bronze golem, so 5 z-level high walls are no deterrent for them. Regular invaders path appropriately though.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 14, 2014, 02:56:39 pm**

Quote from: Timeless Bob on August 14, 2014, 03:16:45 am  
I've already had my ass handed to me by a jumping bronze golem, so 5 z-level high walls are no deterrent for them.

:o impressive.

You should have a PM.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Eric Blank** on **August 15, 2014, 05:41:24 pm**

I'd also like to fiddle some forts. I find I'm unable to generate large worlds on my current computer.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **The Lupanian** on **August 17, 2014, 10:44:46 pm**

I would like a try at making some forts for the new game, I suck at fortress mode but I might be able to make some interesting structures to be found.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Plancky** on **August 18, 2014, 02:55:36 am**

I am up for making a fort.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 18, 2014, 12:21:28 pm**

Eric currently has the save and will spend a few days building. Can you pass it along to the Lupanian when you're finished, Eric?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Eric Blank** on **August 18, 2014, 01:11:07 pm**

Yes. Wednesday or Thursday sound good?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 18, 2014, 02:37:15 pm**

It does.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **August 19, 2014, 04:48:10 am**

What version are we using now? Are you making a new thread?

I see 0.40.09 us out and still no fix for morale...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 19, 2014, 11:52:32 am**



Quote from: kesperan on August 19, 2014, 04:48:10 am  
What version are we using now? Are you making a new thread?  
I see 0.40.09 us out and still no fix for morale...

I find this ironically fits the situation perfectly.  
[Spoiler](#) (click to show/hide)



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 19, 2014, 12:56:48 pm**

Hehehe. That quite accurately describes it. Here is a friendlier version:

Fortress mode is playable, so we have started building some fortresses while we're waiting for the adventure mode bugs to be fixed. The world was generated in 40.08 but is forward compatible. The morale problem is the most crucial bug we are waiting for. This is however the time to submit bug reports for any adventure mode bugs you discover. If they won't get fixed now they likely won't be fixed in the next few years.

There will be a new thread when we start our adventures. It's always a bit frustrating when threads start with a 20 page discussion on game setup, and off topic posts, it would be better to start it when there's some action.

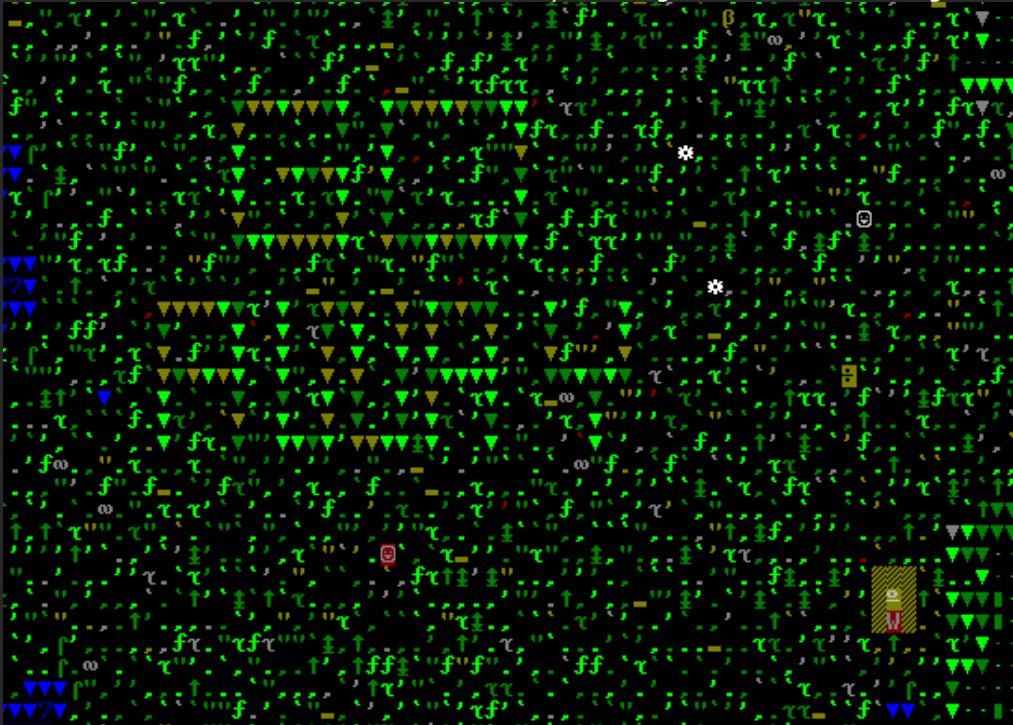
In other words: what Timeless said.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Atomic Chicken** on **August 19, 2014, 04:39:50 pm**

This is long, long overdue, but I finally got around to writing about the last part of my adventure.  
Enjoy!  
*Continues from way back here (<http://www.bay12forums.com/smf/index.php?topic=104399.msg5304367#msg5304367>)*

[Spoiler: Hospitality](#) (click to show/hide)  
Thone had crossed the landbridge, passing by the golden human fortress of Crescentattics, the guardian of the southernlands. He was now within the Lacy Jungles, one of the biggest forests in the world.

Nearby, he had come upon what was supposedly a small dwarven settlement named "Takewalls", however it had seemed completely empty save a handful of dwarves and their usual litter. They had dug "GO AWAY" into the ground. Dwarven hospitality at its best.



As Thone marched through the forest, he came upon a small clearing. Barely visible amidst the undergrowth was a wooden trapdoor, old and moss-covered. The rusty hinges grated as Thone, driven by a reckless sense of curiosity, pulled it open, allowing light to trickle into the underground room as he himself descended.

The room, no more than a burrow in the soil layer, was damp and musty, with several roots protruding from the ceiling. The choking air was thick with a rancid smell of rotten flesh, and even in the darkness Thone was certain that there were corpses and dismembered body parts piled up in a corner. Struck by a bad feeling, Thone suddenly became aware of a heavy thudding noise coming from above, much like the footsteps of a huge creature. Quickly, he turned and jumped out of the lair, the trapdoor slamming shut behind him, and prepared to run.

He was too late. There, a few steps ahead of him, was a night troll. "Gloom freak", the woodmen would have called it, but then they knew better than to venture so close to its territory.

The gloom freak, catching sight of Thone, gave a sudden horrific bellow and charged with a speed that no monstrosity of its size should have been capable of.

Knife after knife did Thone throw at it as he attempted to sprint away, but the beast continued onwards, intent on catching its prey, regardless of the numerous blades piercing its flesh. Catching up with Thone as he stumbled, it lunged forward, biting the elf-meat's foot. Thone stabbed frantically at the beast's hide, struggling to dislodge its grip from his flesh, but it was to no avail. The gloom freak shook his foot viciously, and Thone was struck with a sudden burst of pain as his bones broke and his nerves were severed.



Suddenly, unexpectedly, the beast stopped moving. Its deep breathing receded and Thone managed to dislodge the jaw from his foot. Could it be? Yes, the beast was dead, having finally bled out through the dozens of holes his dagger had torn in its scaly flesh. Had it endured any longer, he would surely have been killed.

**You fall over.**

However, dead or alive, the gloom freak had already done its damage. His foot was useless, and his agility, one of his greatest assets, had gone with it.

Alone, exhausted and trailing a useless leg, the elf turned and limped out into the wilderness.

Spoiler: Sasquatch (click to show/hide)

Thone limped north across the snow-covered woodland, struggling to reach shelter before the sun set. The situation was dire; he had calculated the closest civilisation to be at least a day's march ahead, but that had been when he was still able to march. Now, the day had come to its end, and Thone was stuck in the middle of nowhere, soon to become a weak prey to the horrors of the night.

As Thone trudged desperately onwards, a sudden hopeful sight met his eye. A glimmering light shone dimly in the distance. Could it be the firelight of friendly travellers in a camp, perhaps? Or could it be a bandit gang, setting up a shelter for the night? Friend or foe, it was impossible to say, but the light was Thone's only hope for surviving the night.

A sole campfire burned away beneath the pine trees, its cheerful light reflecting off the snow. Not a soul was in sight. Thone crept close to the flames, enjoying the warmth seeping into his freezing bones. It was then that he noticed a small burrow hidden amongst the snow banks.



Thone entered the warm burrow, surprised by how large it actually was. To his surprise, he was met by a huge man-like figure covered with hair, looking as though it were asleep. Only, it was not asleep. The only breathing Thone's sensitive ears picked up was his own. Could this be the mythical sasquatch, that which the men dubbed "Bigfoot"? The creature, big as it was, seemed docile enough in death. Perhaps the campfire outside its home had once been maintained by it? Or perhaps this was a burial spot, with the fire ritualistically kept alive by a community of sasquatch hidden within the cold forests.



Nevertheless, the burrow was warm, and Thone slept peacefully.

Spoiler: The Quern (click to show/hide)

Having finally limped his way to civilisation, Thone found the solution to his ails in the human fortress Rushedraked, where he obtained a fine wooden crutch. In exchange, he agreed to visit the various caves and burrows around the nearby town, and clear out any of the monstrosities rumoured to lie within.



One such cave reeked putridly even before Thone stepped past the rotting wooden door to look upon the disgusting array of rotting flesh and mangled bones. However, it was not this that caught his attention as his eyes scanned through the empty lair.

There, in a corner of the cave, amidst an amalgamation of gore, was a quern, sparkling vividly as a ray of sunlight crept through the open door to hit its smooth yellow surface. Thone paced transfixed towards the dazzling display, placing his hands on the cool, hard surface to wipe away the mixture of dried blood and bonemeal. This quern-stone...surely it could not be diamond!

This is a faint yellow diamond quern.

At that moment, a sudden unearthly scream cut through the silence and filled the cave, and Thone swivelled round to meet his second night troll, as well as its hideous family, as they rose from the shadows where they had lain unseen. In the dim light, Thone saw that they were much smaller than the creature which had crippled him, and that they moved slower, in an almost lumbering fashion. Gripping the crutch tightly with one hand, he reached towards the dagger in its sheath. And then the door slammed shut, and there was darkness.



[Spoiler: The Museum](#) (click to show/hide)

Many days and nights passed as Thone journeyed east and north across the Portentous Domain, the huge yellow diamond safely tucked away in his backpack. Thone travelled through vast forests and plains, climbing mountains and gazing down the fire-pits of volcanoes, only to delve later on into kobold caves littered with stolen ornaments. He stopped once at the so-called Prairie of Combinations, a young dwarven fortress, but he discovered nothing particularly remarkable in his short stay. Eventually, he reached his target, Dinnerwandered, capital of Omon Woge, house of The Museum. Passing by a shrine containing the remains of the last legitimate ruler of the Realm of Ancients, Thone walked into the city.

Inside the Museum, he removed the faint yellow diamond quern from his pack, and carefully placed it on an empty table. This would be his submission.



But the elf's adventure was not over yet. In the centre of room lay a cauldron of blood, which, according to the informational plaque, had been donated to the Museum 76 years prior, for unclarified reasons, by Thel Indigozephyrs the Greatest Wad of Oil, a human vampire hunter long since known to be dead, reportedly murdered by a husk whilst in retirement. Over the plaque, someone had stuck a note with the message "does not work" scribbled on it. But now, as Thone gazed into the blood, his reflection was no longer his, but that of a man, and Thel Indigozephyrs stared at him with eyes that were simultaneously indecipherable and full of meaning. And Thone dipped his flask into the blood, and mixed it with water, fresh from the river, brimming with sunlight and life, and he drank. And Thone Glenlarks and Thel Indigozephyrs were one and the same.

[Spoiler: Earthend](#) (click to show/hide)

The vampire travelled around the northern realms of the continent, paying not the attention it once did to the life, the scenery, the beasts and the enemies. No, the vampire was driven by a force that paid no attention to the cyclops as it came crashing down, or the bandits that foolishly stepped in its path. The vampire entered a necromancer's tower, only to exit immediately after holding a slab of pure adamantine, and followed by a line of awestruck necromancers, who marched wordlessly with him until they reached a second tower and began fighting with the rival necromancer. But the vampire did not care, it simply claimed the second slab and left.

Sutargogol Sor Oce, "Fatecrypts the Funeral of Dust", a adamantine slab  
This is a adamantine slab. All craftsmanship is of the highest quality.  
The slab reads "The secrets of life and death".





Northwards the vampire travelled, even as the ocean rose above it and filled its breathless lungs.



Eventually, the seabed began rising once more, and the vampire rose with it, until it sank its feet into the wet sand of the Island of Plays, the single fragment of desolate wasteland at the northern limit of the world.



The vampire trudged further north, past the dead trees and the twice-dead creatures that soundlessly turned their gaze towards it. The vampire moved over the summit of the lone volcano that had brought the dead island into existence, and glowing cinders flowed from it like tears. And then, when the vampire found that it could move no more, it dropped the slabs of life and death, opened its eyes and looked upon Earthend.



Behind the vampire, the sun rose and fell, and day turned into night, and night turned into day. And the days flowed by until they became years, and years became centuries. As the millennia passed, civilisations throughout the world rose and fell, but the vampire stood indifferent to the passage of time, completely absorbed in the vast emptiness ahead.

For there, before the vampire, the world ceased to exist, and beyond it lay the Void, blank and eternal. Only, it wasn't blank. Not completely. For scattered around the Void were other worlds; immense flat cuboids of matter, each riding atop a great Toad, co-existing but never touching. A single Toad bearing the nametag "ARMOK", drifted about on a giant anvil, occasionally stopping to devour a world or spew out a new one.

Eventually, there came a time when The Toad turned slowly towards the vampire, and the vampire's world. The vampire stood at Earthend and gazed, and ceased to exist. And the Toad shouted



...and there was new life.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **TheFlame52** on **August 19, 2014, 06:10:02 pm**

GLORIOUS

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 19, 2014, 11:40:58 pm**

Glorious indeed.. and a very fitting end.

And a new museum submission too, never expected that since your character was already reported dead by Kesperan.

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <p>Also a very relevant post by Toady; he is looking into adventure mode morale issues right now, and he needs save games, it will at least be partly fixed in the next version:</p> <div><div>Quote from: Toady One on August 18, 2014, 03:47:00 pm</div><div>Regarding stuck flying creature, it was most of the underground creatures as well, once they got up on walls, and also some that got up in trees and so on. I followed many different creatures off the map, so I think it is working now for all of the problem creatures.</div><div>I could probably use a few more saves to mess around with in the morale report (<a href="http://www.bay12games.com/dwarves/mantisbt/view.php?id=7161">http://www.bay12games.com/dwarves/mantisbt/view.php?id=7161</a>). A few pieces of it were fixed (with ambushes, hopefully), a few pieces are intended though they may be out of whack or badly articulated (strangers freaking out when you move at them with a drawn weapon, corpse fright, some peaceful bandits), and there are lots of plainly broken pieces -- I'll be able to work much faster to address the specific concerns people have with something concrete, since there are so many moving parts now and it's difficult to recreate the issues that are most annoying sometimes.</div></div> |
| <div><div>Title: <b>Re: The Museum: Adventure mode succession world (DF 34.11)</b></div><div>Post by: <b>kesperan</b> on <b>August 20, 2014, 10:58:02 am</b></div></div> <div><p>Great story!</p><p>The legends viewer simply said you gave into starvation.</p><p>Interestingly Kosoth found those slabs again in the necro towers and brought them I the Museum.</p></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           |
| <div><div>Title: <b>Re: The Museum: Adventure mode succession world (DF 34.11)</b></div><div>Post by: <b>Eric Blank</b> on <b>August 20, 2014, 02:38:13 pm</b></div></div> <div><p>Just caught my outpost liaison walking off with a barrel full of papaya wine, saved before he left. Bug report?</p><p>[edit]</p><p><del>I'm uploading the final save right now, but it's progressing very, very slowly.</del> If I get evicted from the computer lab before it completes, you can either wait until Friday, which isn't a guaranteed lab day for me, or skip me.</p><p>didn't work :c</p></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| <div><div>Title: <b>Re: The Museum: Adventure mode succession world (DF 34.11)</b></div><div>Post by: <b>Bralbaard</b> on <b>August 20, 2014, 11:19:00 pm</b></div></div> <div><p>We are in no hurry whatsoever, so you can try to reupload on friday.</p><p>About the bug: post a report, you can't let him get away with that!<br/>I could see this get turned into a feature though.</p></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
| <div><div>Title: <b>Re: The Museum: Adventure mode succession world (DF 34.11)</b></div><div>Post by: <b>Bralbaard</b> on <b>August 21, 2014, 03:06:56 pm</b></div></div> <div><p>Allright we've had no response from deepfreeze, that means the turn list for the current game is -empty-.<br/>Anyone feels like playing a turn? You can find the save here:<br/><a href="http://dffd.wimbli.com/file.php?id=9388">http://dffd.wimbli.com/file.php?id=9388</a><br/>Just drop a message that you've claimed it.</p><p>Also, Gnorm has not posted the story of his turn, and has not responded yet to requests. It's time for the historians guild to step in. Anyone can post a version of his adventurers story based on data from legends mode. Of course Gnorm can step in any time to post the official version.</p></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| <div><div>Title: <b>Re: The Museum: Adventure mode succession world (DF 34.11)</b></div><div>Post by: <b>tonnot98</b> on <b>August 21, 2014, 04:00:46 pm</b></div></div> <div><p>So we are still in 2012? Sweet, I'd love a chance to die within this world!</p></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
| <div><div>Title: <b>Re: The Museum: Adventure mode succession world (DF 34.11)</b></div><div>Post by: <b>tonnot98</b> on <b>August 21, 2014, 07:47:51 pm</b></div></div> <div><p>I'm off to an awful start.</p><p>I decided to pick a fight with a vampire as my first quest, and I decided to be a hammerman. That was probably a bad idea.</p><p>I got stabbed a few times, ran inside a house to alert villagers, the villagers got shanked and bled to death, and then the vampire suffocated/bled to death after running away.</p><p>My legs broke, my arms and hands broke, I've fainted several times, and I've lost motor and sensory nerve control even after the wounds healed.</p><p>Better level up biting.</p><p>Also, I shall be depositing all of the teeth that came off as he fought off the villagers as the museum artifact.</p></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                              |
| <div><div>Title: <b>Re: The Museum: Adventure mode succession world (DF 34.11)</b></div><div>Post by: <b>tonnot98</b> on <b>August 21, 2014, 08:16:44 pm</b></div></div> <div><p>I can't believe my unluckiness.</p><p>We raided a bandit camp while I still couldn't use my arms for anything besides throwing, killed a pikeman, ran off a swordsman, ran away because we were all bleeding and tired and in pain by the time a bowman showed up.</p><p>So while traveling back to the nearest town, we get ambushed by MORE bandits! And as soon as I move one tile, the bandit leader that was wielding a crossbow died of OLD AGE.</p><p>My lasher got insta-killed with a headshot, my swordsman's head got crushed by a hammer.</p><p>I was shot 3 times with arrows and bolts when I already couldn't walk or grasp. I gave into pain, and my face was caved in by a maceman's flail.</p><p>I wonder what they'll do with the vampire teeth that I had on me.</p><p>I had 0 kills, assisted in killing a vampire, and tore off a pikeman's big toe by biting it off before my swordsman companion finished it. I feel incomplete.</p><p>I will be uploading the save on Wednesday, until then, would anyone care to suggest what site I should upload it on?</p></div>                                         |
| <div><div>Title: <b>Re: The Museum: Adventure mode succession world (DF 34.11)</b></div><div>Post by: <b>kesperan</b> on <b>August 21, 2014, 08:22:52 pm</b></div></div> <div><p>Mediafire is popular. The file is too big for standard DFFD site.</p><p>Also, unlucky adventure!</p></div>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |

I find it's best to train a bit first before leaping into a vampire or bandit camp. Well done finding a camp that hadn't already been cleared. This world has seen a lot of action!

On another note, is it possible to edit the world.dat of the new world to add or edit in some of our more renowned heroes as gods? I'd love my new dwarf to worship Dishmab...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **tonnot98** on **August 21, 2014, 08:29:25 pm**

I was really looking forward to having a dental section in the museum.

Might as well make a fortress, although I am absolutely clueless as to how to make a functioning one, so I'll just try to make it go as deep as possible, and make it as convoluted as possible.

Edit: this may be important:

I started in Kemuspesor

My name was Ceru Atalanri

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Timeless Bob** on **August 22, 2014, 12:27:23 am**

Quote from: [kesperan](#) on August 21, 2014, 08:22:52 pm

Mediafire is popular. The file is too big for standard DFFD site.

Also, unlucky adventure!

I find it's best to train a bit first before leaping into a vampire or bandit camp. Well done finding a camp that hadn't already been cleared. This world has seen a lot of action!

On another note, is it possible to edit the world.dat of the new world to add or edit in some of our more renowned heroes as gods? I'd love my new dwarf to worship Dishmab...

Actually, yes it is! (Well, not the worlddat - I don't know about that but I suspect not, since we haven't seen something like that yet.) You mod them in as Megabeasts that are a caste of the Bronze Colossus, but put their description in as what they look like. You have to fudge their equipment and weapons as being parts of their body and limbs, so they use their weapons instead of biting or "pushing" or whatever. I was going to do the same treatment with Olympian Gods in a "Mythic Greece" mod I was attempting to put together last summer.

Edit: You have to mod the Bronze Colossi to be able to breed - their children eventually pop out as your heroes.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Bralbaard** on **August 22, 2014, 01:07:29 am**

Quote from: [Toady One](#)

08/21/2014 Toady One Here are the issues of today. Next up is a bandit camp doing some odd stuff.

Made people that are attacked briefly have some knowledge of attacker's position  
Made attacker always look at target upon initiating attack  
Lowered cap for wrestle skill gain so it wouldn't be hit triple digits attacking large opponents  
Adjusted emotional strain vs. willpower etc. calculation  
Made running away in terror/fear respect only valid combat location information  
Made non-extra-sensory creatures also respect z coord of potential targets

It looks like the two worst bugs will be fixed in the next version; the morale problems, and the issue with sneaking being broken. It will need a bit of testing, but the game may be ready for our adventurers when 40.10 arrives.

The bandit camp he mentions is probably a save game I posted to the bug tracker, where most of the goblins fled the bandit camp upon the arrival of my peasant, and the rest fell asleep. The goblin leader was indifferent to all this and we had a lovely conversation about the weather.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Eric Blank** on **August 22, 2014, 01:04:05 pm**

Lupanian should have the save now.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **The Lupanian** on **August 22, 2014, 06:16:46 pm**

Confirmed

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **tonnot98** on **August 22, 2014, 07:14:28 pm**

Ugh, these first immigrants are annoying me.

I have a meeting area, but they just refuse to come to the fortress, and there's no obstacles in their path.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Timeless Bob** on **August 22, 2014, 09:01:55 pm**

They're probably members of a site that's been "retired" - You don't have migrants, you have tourists.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **tonnot98** on **August 22, 2014, 10:08:11 pm**

So they might be glitching out on my part, I don't have the retire fortress thing enabled on DFhack.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Bralbaard** on **August 23, 2014, 12:18:04 am**

There is a dfhack command (fixmigrant) that can fix those dwarves. You have to select the offending dwarf and give the command, it will be a bit of work, but they can be made usefull again.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Timeless Bob** on **August 23, 2014, 03:02:58 am**

Yeah - that usually works. Myself, I like to think that they're a band of traveling merchants come to steal our children.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **The Lupanian** on **August 24, 2014, 03:41:07 am**



Go ahead and give the save to the next person who wanted to try to build stuff for the map, I tried but my computer is to damn laggy (Suggested project for other builders, cross continental bridge, it'd be hard but not impossible if you try in the right location.)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 24, 2014, 12:45:02 pm**

You and eric blank are the only people that have the link to the current save game. Could one of you forward it to plancky?

Plancky, can you pm your save to me when you're finished?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 24, 2014, 01:48:35 pm**

Quote from: The Lupanian on August 24, 2014, 03:41:07 am  
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A cross-continental bridge made with two embarks might be even more fun - some entity decides to conquer one side, and the other side goes all militant in response. Then maybe there's this constant battle over the bridge - either side would generate different quests, maybe claim the people on the other side were a gang of criminals, ect... all sorts of story possibilities.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **The Lupanian** on **August 24, 2014, 09:16:01 pm**

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There are actually locations that you could build it with one embark if you wanted to

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 25, 2014, 02:25:58 pm**

Quote from: The Lupanian on August 24, 2014, 09:16:01 pm  
Quote from: Timeless Bob on August 24, 2014, 01:48:35 pm  
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Yes, I got that - I was just pulling out ideas about how sites are claimed/conquered in DF 40.xx and thinking that a multi-embark bridge might cause some interesting behaviour.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Paaaad** on **August 25, 2014, 04:25:30 pm**

Quote from: Timeless Bob on August 25, 2014, 02:25:58 pm  
Quote from: The Lupanian on August 24, 2014, 09:16:01 pm  
Quote from: Timeless Bob on August 24, 2014, 01:48:35 pm  
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Yes, I got that - I was just pulling out ideas about how sites are claimed/conquered in DF 40.xx and thinking that a multi-embark bridge might cause some interesting behaviour.

Mind you, I'm pretty sure you'd need a running jump in order to cross... And bridge buildings to get close enough to the edge...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **August 25, 2014, 08:10:12 pm**

You should probably keep a save of before and after the land bridge, in the case that it does cause some interesting glitches

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Eric Blank** on **August 25, 2014, 08:12:05 pm**

I've sent Plancky a PM, he should have the save shortly.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Plancky** on **August 25, 2014, 09:21:15 pm**

Save downloaded, will start fort shortly.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 26, 2014, 12:14:10 am**

Quote from: Paaaad on August 25, 2014, 04:25:30 pm  
Quote from: Timeless Bob on August 25, 2014, 02:25:58 pm  
Quote from: The Lupanian on August 24, 2014, 09:16:01 pm  
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Yes, I got that - I was just pulling out ideas about how sites are claimed/conquered in DF 40.xx and thinking that a multi-embark bridge might cause some interesting behaviour.

Mind you, I'm pretty sure you'd need a running jump in order to cross... And bridge buildings to get close enough to the edge...

Floor tiles can be built in the edge - so can mine-cart tracks... I've built several embarks edge-to-edge running a mine-cart on its track seamlessly from one to the other in adventure mode. Eventually, I hope to have a "minecart railway" set up to show everyone - wouldn't that be fun?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Plancky** on **August 26, 2014, 12:17:43 am**

It has been resolved! :D

http://www.bay12games.com/dwarves/mantisbt/view.php?id=6015

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Kromgar** on **August 26, 2014, 04:08:19 pm**

Quote from: Plancky on August 26, 2014, 12:17:43 am

It has been resolved! :D

http://www.bay12games.com/dwarves/mantisbt/view.php?id=6015

Did he fix the adventure mode unretiring bug?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **August 26, 2014, 05:06:07 pm**

Remember my migrant problem?

Well it happened to the 2nd migrant wave too, anyone care to share how to use migrant fix in the starterpack?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 26, 2014, 05:27:06 pm**

I don't have a bugged migrant to test it on, but I'm fairly certain it works like this:

Start up your save game, and have dfhack run alongside it.  
select the dwarf in dwarf fortress using the UI (I'm not quite sure when the dwarf counts as selected, probably 'v' followed by 'z' would work?)  
Then, in your dfhack window type "tweak fixmigrant"  
repeat this for other dwarves.

Again, I can't test it right now, I hope this works.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **August 26, 2014, 05:42:54 pm**

You are a godsend, thank you!

Also, is anyone waiting on the 34.11 save? If not, could I keep up the fortress until someone wants it?

Edit: I want someone to find the masterful human bone crown at my fort once I release the save.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 26, 2014, 11:51:13 pm**

Yes, you can keep the save longer, also, anyone who wants a turn for the old game, let us know.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 27, 2014, 12:17:17 am**

Select a historical individual using loo"k", then type "tweak makeown" into the DFHack command prompt. (Fun fact: if you do this to forgotten beasts or titans, they'll still go break all your furniture and attack caravan wagons, but will otherwise leave your dwarves unharmed. Feral dwarves ruled by the beast-king anyone?)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **August 27, 2014, 06:45:10 pm**

Just made a bone figurine of the founding of a dwarven civilization in year 1...

Definitely keeping that.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **August 28, 2014, 04:43:39 pm**

I will upload the save as soon as someone wants/needs it.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **piisskop** on **August 28, 2014, 09:29:19 pm**

How long will 34.11 be used and would it be worth it for me to try to throw my hat into the ring? Preferable a fort but also an adventurer.

Will there be a 40.stable version of this?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 28, 2014, 11:14:25 pm**

I imagine the 34.11 world will see quite some play-time associated with it, due to the amazing amount of Player generated history it contains. I can see this world eventually becoming a Pen & Paper game setting.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 29, 2014, 01:14:04 am**

Quote from: piisskop on August 28, 2014, 09:29:19 pm

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Tonnot98 currently has the save but has already posted that he will upload it as soon as anyone wants it, so you can start when he has made the save game available.

Plancky currently has the save game for the df40.x version. That game hasn't officially started, but we are currently preparing a map.  
Plancky can you send the save to me when you are finished?  
I will likely build a museum and start the game (and a new forum topic) a few days after I have the save game.

The 40.x game already has a waiting list of 25+ people (more than half a year waiting time!). the current 34.11 game will always be an option for people that don't want to wait that long, as the waiting list is currently empty. Also, with 36 player created fortresses, it has become quite an interesting world.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **August 29, 2014, 09:22:10 am**

Quote from: Bralbaard on August 29, 2014, 01:14:04 am  
Also, with 36 player created fortresses, it has become quite an interesting world.  
And a glitchy one. I'll be able to upload the save tomorrow, as I must make some last-minute adjustments to make the fort plenty of FUN to explore.  
  
And the fortress' name is Archbreached.  
  
You can kind of assume what I'm going to do with my last day with that kind of name

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 29, 2014, 07:47:46 pm**

I'm sure we'll hear all about it from the caravans in the following "years".

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Azhf** on **August 29, 2014, 08:27:08 pm**

Quote from: Bralbaard on August 29, 2014, 01:14:04 am  
Quote from: pisskop on August 28, 2014, 09:29:19 pm  
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Good to see it's about to start. I was just about to ask. Can't wait(although it'll be a while)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Plancky** on **August 29, 2014, 08:36:38 pm**

Save sent to Bralbaard, for museum 2.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pisskop** on **August 29, 2014, 09:40:00 pm**

Okay. I want a turn in both, but for next week. Unless somebody takes the 34.11 before say Wednesday. A week is a week.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **August 29, 2014, 10:10:14 pm**

Quote from: pisskop on August 29, 2014, 09:40:00 pm  
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So wait, you want your 34.11 turn wednesday?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 30, 2014, 01:39:35 am**

Quote from: tonnot98 on August 29, 2014, 10:10:14 pm  
Quote from: pisskop on August 29, 2014, 09:40:00 pm  
Okay. I want a turn in both, but for next week. Unless somebody takes the 34.11 before say Wednesday. A week is a week.  
So wait, you want your 34.11 turn wednesday?

I'll add you to the 40.x list, but obviously it will take a while before it gets to you. Could you confirm that you don't want the 34.11 game before wednesday? That would give tonnot some time to build additional stuff.  
  
I'll download the 40.x save later today, I hope I can get the game started next week.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **August 30, 2014, 06:56:43 am**

Quote from: Bralbaard on August 30, 2014, 01:39:35 am  
Quote from: tonnot98 on August 29, 2014, 10:10:14 pm  
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So wait, you want your 34.11 turn wednesday?  
  
Could you confirm that you don't want the 34.11 game before wednesday? That would give tonnot some time to build additional stuff.

No need, got wiped out by the "local wildlife".  
  
~~Just waiting for the dropbox upload to finish.~~

Here you go: <https://www.dropbox.com/sh/yr85bh9jw6xnq47/AACgyu6-TvUGHykpeS-VAtIva?dl=0>

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pisskop** on **August 30, 2014, 07:02:46 pm**

Yeah, I sent a pm out. I dont mind somebody going before me, I won't have time until Wednesday.



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Unraveller** on **August 31, 2014, 02:51:41 am**

Hey! I am fairly intrigued by this world, as well as the entire mythos that the project has accrued. I have read a fair bit into the thread, and plan on reading all of it. Now, I'd like to have a turn in both versions, ~~and I want it now~~, It doesn't matter when, I am patient. **Praise Museums!**

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Th4DwArfY1** on **August 31, 2014, 07:07:16 am**

Welcome to Bay12.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Unraveller** on **August 31, 2014, 12:34:00 pm**

Quote from: Th4DwArfY1 on August 31, 2014, 07:07:16 am  
Welcome to Bay12.

I hope you are talking to me, otherwise this would be rather awkward. I don't often sign up on forums, and even more rarely do I post. However this thread has garnered my attention. Never have I taken part in a succession world and looking forward to it am I. Thank you for your greeting, **Praise Bay 12!**

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **August 31, 2014, 02:44:54 pm**

I uploaded the save last page, so you can mark me down as finished.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 31, 2014, 02:47:26 pm**

Quote from: Unraveller on August 31, 2014, 12:34:00 pm  
Quote from: Th4DwArfY1 on August 31, 2014, 07:07:16 am  
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We're a good group of people here, (if a bit eclectic at times.) Look forward to your contributions.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Unraveller** on **August 31, 2014, 03:11:12 pm**

Again, thanks for the warm greeting! I too look forward to my own contributions, however sparse they will turn out to be. Ultimately I would want to influence the worlds future in a grand way, of course, that is easier said than done. **Praise Significance!**

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 31, 2014, 04:03:03 pm**

Welcome. The turn lists have been updated.

I am busy building a museum for the upcoming game. I hope my lack of a skill in architecture won't scare away too many visitors.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Unraveller** on **August 31, 2014, 06:59:47 pm**

Excellent, so it would seem that my turn is in around a week. Truly I am excited! **Praise Impatience!**

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **piisskop** on **September 01, 2014, 11:10:41 am**

Quote from: Unraveller on August 31, 2014, 06:59:47 pm  
Excellent, so it would seem that my turn is in around a week. Truly I am excited! **Praise Impatience!**

It would seem. Ill pick it up today, so depending on when my week actually started . . . Adventure mode should be fast

Correction: Ill pick up dropbox today and *then* pick up the game save.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 01, 2014, 11:21:27 am**

For the old game we aren't in a great hurry. The turn list is allmost empty. I'd say the turn starts today.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Unraveller** on **September 01, 2014, 11:53:28 am**

Quote from: Bralbaard on September 01, 2014, 11:21:27 am  
For the old game we aren't in a great hurry. The turn list is allmost empty. I'd say the turn starts today.

Excuse me, I might be oblivious, but is there a forum thread for the more recent version? Or has it yet to be made? Thank you. **Praise Absent-Mindedness!**

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 01, 2014, 01:14:22 pm**

It will be made as soon as the game for the new version starts, which will likely be this week.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 01, 2014, 04:40:19 pm**

I have finished a museum, but multiple visits to the site will cause the game to slow down, likely because of the duplicating units bug. That one was apparently only partly fixed for this version. The next version will likely have a complete fix for the problem, I think it would be wise to wait for that before we start.

Also, we have our first visitor, there was a wagon right in the middle of the museum when I visited with my test adventurer. I'm sure I deconstructed my embark wagon, so this must be a different one.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Eric Blank** on **September 01, 2014, 06:26:27 pm**

Wait, was it a creature or a building type wagon? I thought the creature wagons always scuttle themselves if they're not part of a caravan...

I am also disappointed to see the multiple-visits lag issue still exists. Massive pain in the arse.  
Actually, if you can get a save with the site being affected and not (before and after, I guess) and submit it to an appropriate report on the bug tracker, maybe toady can actually get it fixed.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **September 01, 2014, 06:55:56 pm**

Are we making the new Museum a new player created fort, or basing it in a city keep like before?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **0996395** on **September 01, 2014, 11:50:45 pm**

I'd like to sign up for both games!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 02, 2014, 12:00:56 am**

Quote from: kesperan on September 01, 2014, 06:55:56 pm  
Are we making the new Museum a new player created fort, or basing it in a city keep like before?

I have build a museum fortress, but I guess we'll go for a keep if fortresses remain unstable.  
It however looks like toady fixed two seperate population duplication bugs for the next version, lets hope that are all of them.

I've updated the lists

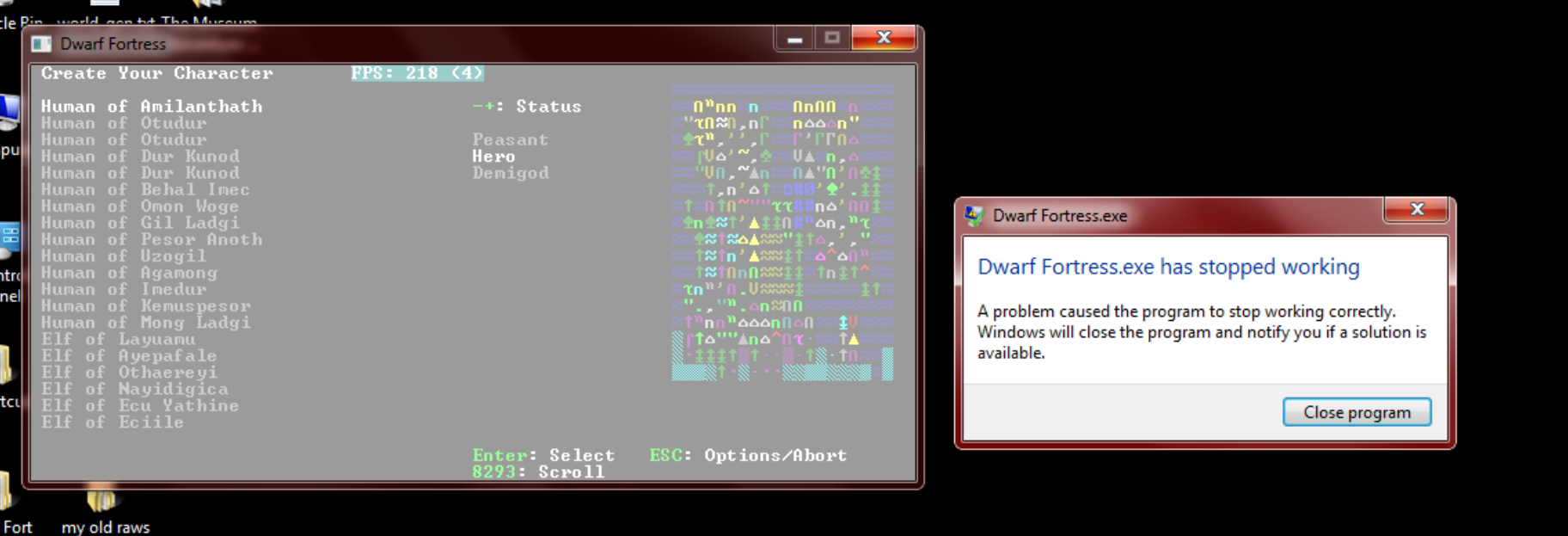
Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NAV** on **September 02, 2014, 01:36:01 am**

Sign me up for another turn please.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **piisskop** on **September 02, 2014, 06:59:22 am**

Okay. I did one quest last night, and found the item I wish to take back. I won't spoil the fun, but I do need to prepare further before I can stand even a chance of getting it.

I did however, find an issue with starting the adventurer. No issues with legends or even parsing the fortress embark map, but I couldn't go past the second page in my character selection?  
Spoiler (click to show/hide)



I re-downloaded it to be sure, and the same happened. My character has no issues, but it will freeze if I try to view adventurer civs beyond the second page, where goblins and outsider would be.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Kromgar** on **September 02, 2014, 08:39:39 am**

Quote from: piisskop on September 02, 2014, 06:59:22 am  
Okay. I did one quest last night, and found the item I wish to take back. I won't spoil the fun, but I do need to prepare further before I can stand even a chance of getting it.  
I did however, find an issue with starting the adventurer. No issues with legends or even parsing the fortress embark map, but I couldn't go past the second page in my character selection?  
Spoiler (click to show/hide)



I re-downloaded it to be sure, and the same happened. My character has no issues, but it will freeze if I try to view adventurer civs beyond the second page, where goblins and outsider would be.

Thats a known bug theres no other work around other than using dfhack and possessing your character

\*I have my offering, and now must only bring it to the museum\*  
**01**

Ast Usirmistem was always the adventurous type. Growing up on the cold mountains of the central continent in the small dwarven town of Mirrorspires, where the evil badlands met the harsh mountain air, you had to be willing to face danger on daily basis. Any and all corpses were to be butchered immediately, and the gibby bits tossed into the deep middens without a thought to the unearthly groans and animalistic snorts within. Several friends of hers had come home with an evil red taint about them, and over a few hours as they watched the poor souls got progressively sicker and died a few hours later. If only they stayed dead.

To be fair, the farther up the mountain you went, the less likely the bodies would reanimate with an evil malice. However, it also got colder and less hospitable. At the base of the mountain it was literally so dark, even in the midday, that plump helmets grew freely, braving the cold and clouded Sun alongside the dwarves who lived in this harsh outpost.

The dwarves didn't build it, rather it was abandoned by less stout humans and when all was considered it was a strategic location for the dwarves. Nevertheless, life expectancy was somewhat lower here than almost anywhere else in the realm.

Ast, born into this world and never having traveled from it, decide to one day find a cure for the plague of Mirrorspires. Perhaps the cure lay in the heinous cloud of red ash that frequently poured over the field, not far from the town? The only way to be sure would be to bring a significant quantity to a laboratory or museum for study.

With a few kills under her belt, and seven bags of the very light heinous ash that she spent three days collecting, Ast ventures to the northern reaches of her continent in search for a way to make life in her village a little less painful.

Spoiler: inventory (click to show/hide)

Your Inventory

FPS: 120 <59>

a - . . heinous ash

b - . . heinous ash

c - . . heinous ash

d - . . heinous ash

e - . . heinous ash

f - . . heinous ash

g - . . heinous ash

h - . . heinous ash

i - . . heinous ash

j - . . heinous ash

k - . . heinous ash

l - . . heinous ash

m - . . heinous ash

n - . . heinous ash

o - . . heinous ash

p - . cave spider silk bag

q - . . heinous ash

r - . . heinous ash

s - . . heinous ash

t - . . heinous ash

/\* to view other pages. ESC when done.

Spoiler: skills i trained while waiting (click to show/hide)

Speardwarf FPS: 119 <59>

Dabbling Butcher 60/500 Hungry

Competent Speardwarf 615/800

Dabbling Shield User 376/500

Novice Armor User 36/600

High Master Thrower 1060/1800

Talented Ambusher 840/1100

Skilled Swimmer 86/900

Dabbling Observer 35/500

Novice Reader 0/600

Adequate Fighter 388/700

High Master Archer 1060/1800

Dabbling Wrestler 79/500

Dabbling Biter 15/500

Dabbling Striker 35/500

Dabbling Kicker 51/500

Dabbling Dodger 132/500

Great Knapper 850/1600

Small for a dwarf

Speed: 261

upper body

lower body

head

right upper arm

left upper arm

right lower arm

left lower arm

right hand

left hand

right upper leg

left upper leg

right lower leg

left lower leg

right foot

left foot

s: View Attributes

h: Health

k: Kills

d: Desc

y: Cust

---

picture Num32:  
Spoiler: 032 stork bones (click to show/hide)



**e a white stork skin, a few corpse chunks and a few objects.**

```

• SSE
• WSW
/* to view other pages
a - white stork left wing bone
b - white stork skull
c - white stork meat [2]
d - white stork skull
e - white stork meat [2]
• E TSK

```

FPS: 120 &lt;60&gt;



|                   |      |            |                      |
|-------------------|------|------------|----------------------|
| Ast Usirmistem    |      | Speed: 404 | W: silver spear      |
| The Foolish Hills | Hung |            | A: steel breastplate |

Oh man, this idea of a succession world, I suddenly love it more. Who left their mess all over the place? :)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **Eric Blank** on **September 02, 2014, 02:46:07 pm**

That's not the right question. You should be trying to figure out which of us *didn't* leave a mess all over the place.

**Title: Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **kesperan** on **September 02, 2014, 03:54:08 pm**

## Small for a dwarf!

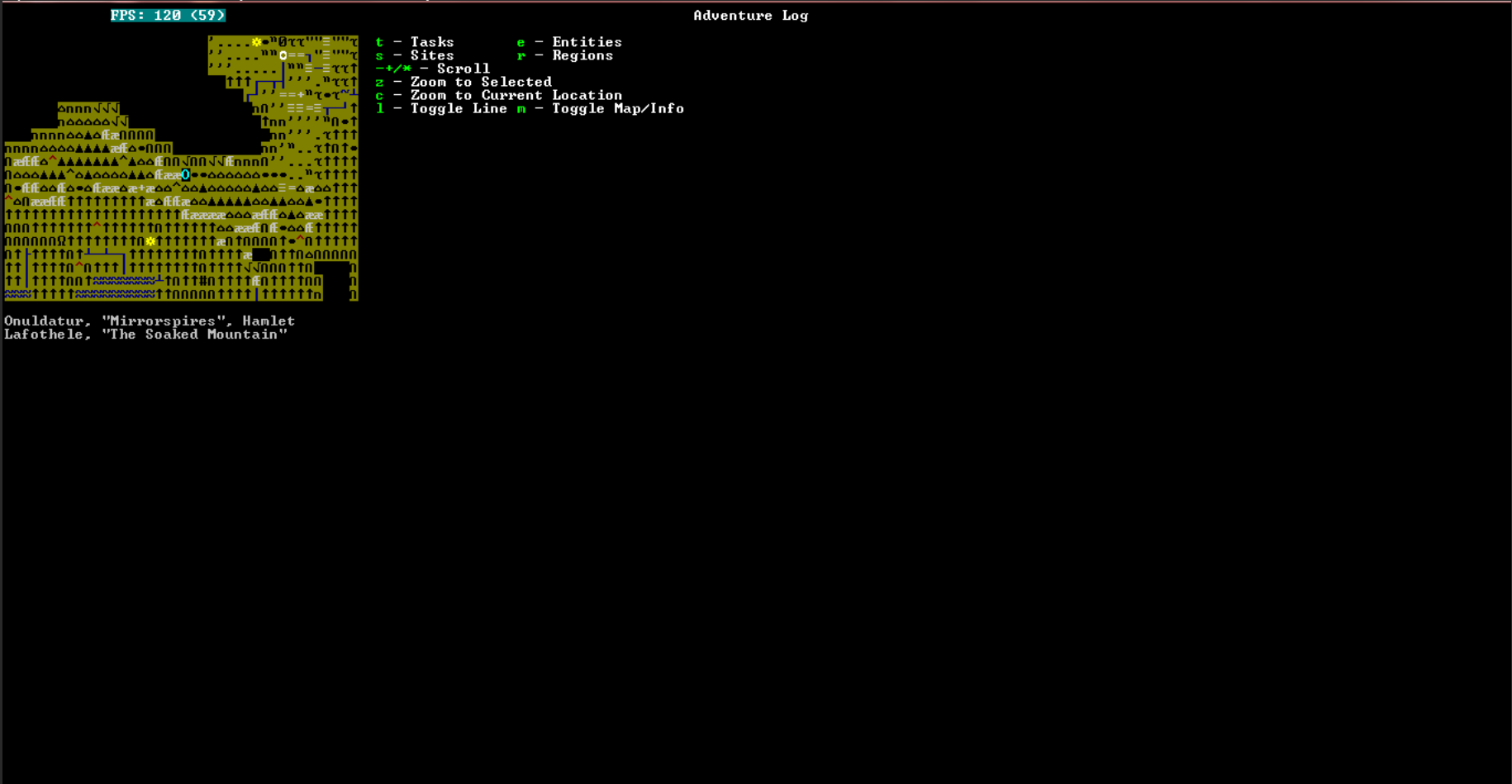
## Another midget!

**Title: Re: The Museum: Adventure mode succession world (DF 34.11)**

Post by: **piisskop** on **September 02, 2014, 04:54:28 pm**

\*Psych can be damned. Im into this now.\*

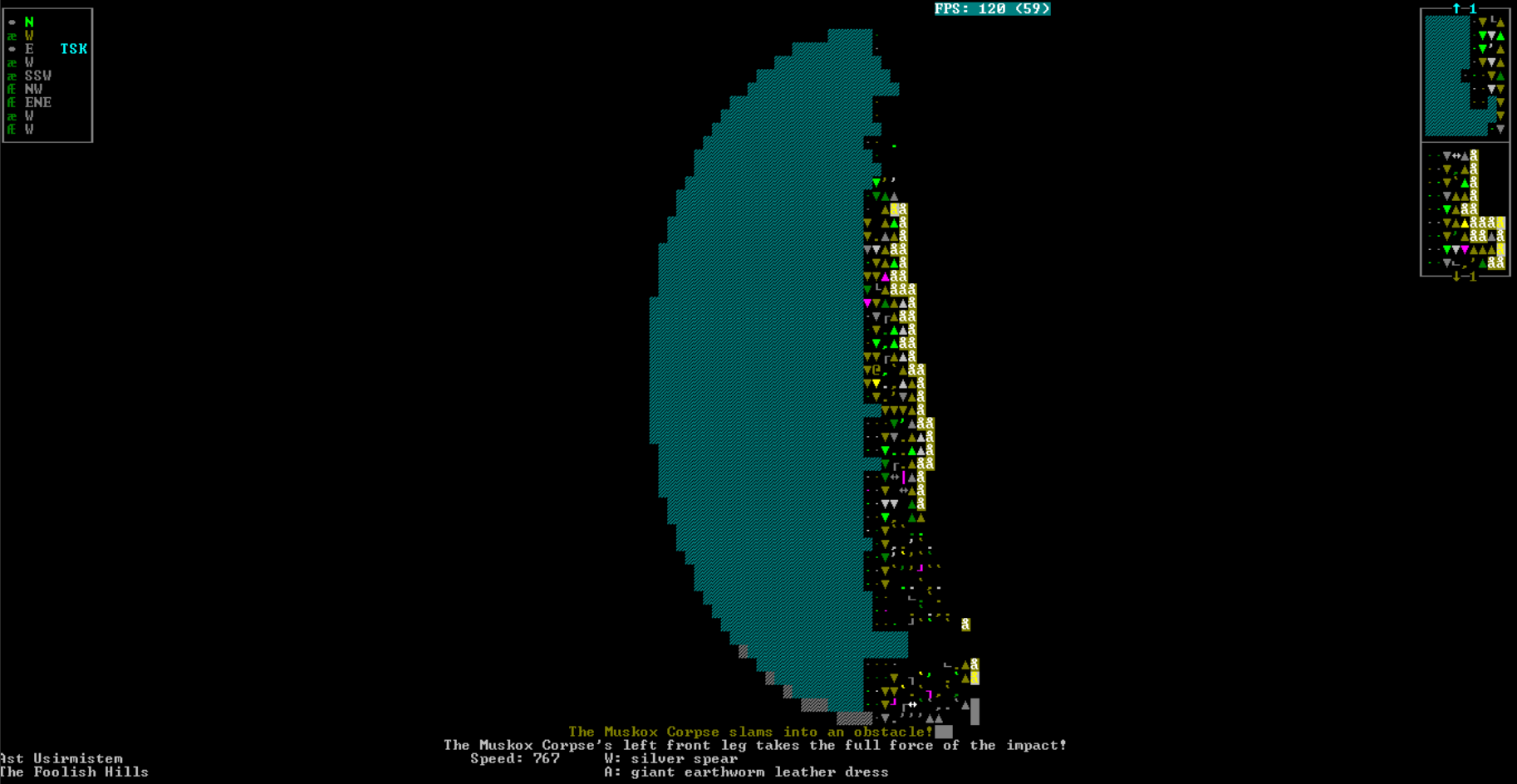
Spoiler: 02 Hometown (click to show/hide)



When Ast returned home for the final time, she found another soul had perished unexpectedly, and his corpse was being put down by peasants more competent at war than farming. Life was hard. Taking up all the bags in her village she emptied out all of the unmilled sweet pods and unprocessed pig tails. There was always so much left to do, it's a wonder the caravan even bothered with Mirrorspires at all. Seemed every year another guard or three got caught in the twice-daily clouds or ambushed by a muskox.

she herself was ambushed by one on her way to kill the olm woman threat. Luckily, she was on the mountain and it decided to dodge off the hill, letting her hide.

Spoiler: 10 Run (click to show/hide)



The olm creature was wanted for suspected lycanthrope, and it didn't matter if it was guilty, killing it would earn her enough coin to leave. With it dead, she found it was not a lycanthrope, but housing and experimenting on an undead dwarf. She was apparently trying to train it using an old mothbitten sock.

Spoiler: 15 Socks, even in death (click to show/hide)



---

With her bags in order she collected her payment, a steel cuirass inherited from a dead hunter. Or soldier, were they any different out here? With a waterskin stuffed with a copper hammer and bronze pick and sword, Ast headed into the plains.

In the plains, she checked on her pile of clothing. Knowing that wet clothing (okay, I dont know if it has to be wet, but I get them covered in water anyway) worked best, every morning she would wait for the 4 hour thaw of the murky pool. It was where she hide from the cloud.

When she finally had a pile of ash around the clothing, she put on a second pair of gloves and carefully stuffed the ash into bags for transportation.

All that was left now was to finish her fulfill her final promise to the dwarves and get to the fabled museum.

Spoiler: 25 hiding (click to show/hide)





• SW

NE

E

W

ENE

S

S

E

TSK

FPS: 192 <59>



The flying bismuth bronze bolt strikes The Nightwing in the upper body, tearing the muscle and tearing the middle spine's nervous tissue!

A tendon in the middle spine has been torn!

The Nightwing falls over.

The Nightwing strikes at You but the shot is blocked!  
The Nightwing strikes at You but the shot is blocked!  
The Nightwing strikes at You but the shot is blocked!

Ast Usirmistem      Drowsy      Speed: 241      W: silver spear  
The Hideous Waste of Bandits      On Ground      A: steel breastplate

This fight was easier, as she tried using the hammer. It broke the creature's bones with an ease she never expected, and the fight was much shorter. The hillside that harboured her safety was within grasp. Suddenly Dingos!  
Spoiler: 42 Dingo raped part deux (click to show/hide)

Your right hand takes the full force of the impact, bruising the muscle through the alpaca wool right glove!  
The Dingo stands up.  
The Dingo attacks You but You roll away!  
You are no longer stunned.  
The Dingo attacks You but You roll away!  
The Dingo is no longer stunned.  
The Dingo attacks You but You scramble away!  
The Dingo strikes at You but the shot is blocked!  
The Dingo strikes at You but the shot is blocked!  
The Dingo misses You!  
You stand up.  
The Dingo scratches You in the right foot, bruising the muscle through the pond grabber leather shoe!  
The Dingo attacks You but You jump away!  
You slam into an obstacle!  
it You in the upper body, but the attack is deflected by Your opossum leather trousers!  
it You in the upper body, but the attack is deflected by Your opossum leather trousers!  
The Dingo regains consciousness.  
The Dingo stands up.  
You are no longer stunned.

FPS: 120 <59>

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But these proved no problem for her after her ordeal with the nightwings. Having learned how to dodge, initiate grapples larger creatures constantly to avoid uncomfortable locks, and move in her armor, Ast quickly wiped out the pack.

Spoiler: 43 across that plainy hell (click to show/hide)

Elite Wrestler

FPS: 188 <55>

Dabbling Butcher 90/500      Drowsy  
Dabbling Hammerdwarf 170/500  
Skilled Speardwarf 692/900  
Competent Shield User 618/800  
Competent Armor User 527/800  
High Master Thrower 1420/1800  
Adept Ambusher 1057/1200  
Skilled Swimmer 86/900  
Adequate Observer 141/700  
Novice Reader 0/600  
Legendary Fighter 757/2100  
High Master Archer 1420/1800  
Master Wrestler 1423/1700  
Dabbling Biter 37/500  
Dabbling Striker 113/500  
Novice Kicker 232/600  
Novice Dodger 382/600  
Dabbling Misc. Object User 53/500  
Great Knapper 850/1600  
Small for a dwarf  
Speed: 269

upper body  
lower body  
head  
right upper arm  
left upper arm  
right lower arm  
left lower arm  
right hand  
left hand  
right upper leg  
left upper leg  
right lower leg  
left lower leg  
right foot  
left foot  
thumb, right hand

s: View Attributes    h: Health    k: Kills    d: Desc    y: Cust

She reached the far side of the corrupt valley at dawn, and a goblin village capital just after.

---

Ast, being of local fame, was met by the 'master', a deformed brute who slaughtered a goblin just as she entered his hut. Song,

SomethingDeadAndStupid its name was.

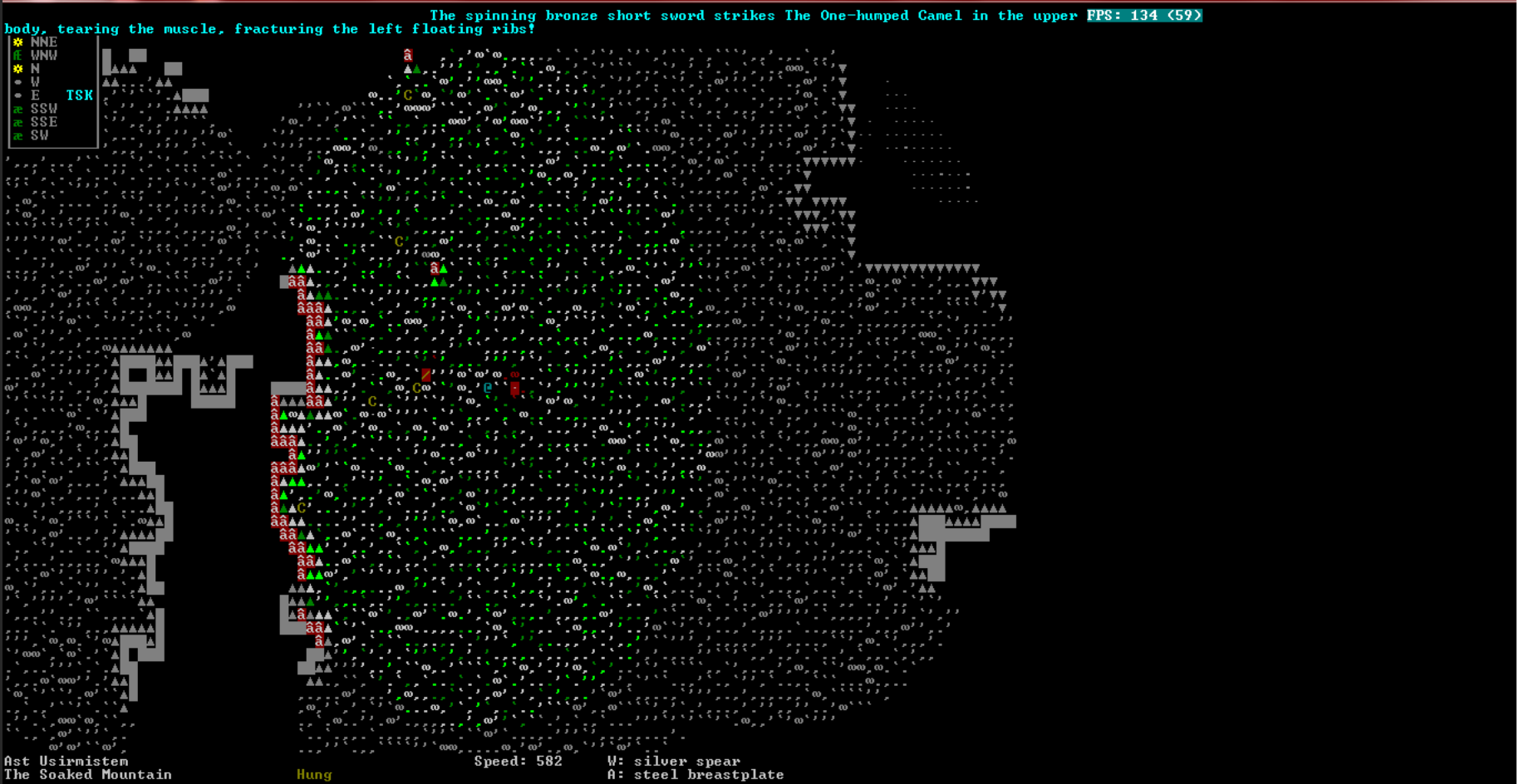
He refused an offer of service from Ast, but offered her much needed hospitality, which Ast accepted, although not without trepidation. What an ugly creature! It was hard to believe it was form this world.

Spoiler: 47 heh (click to show/hide)



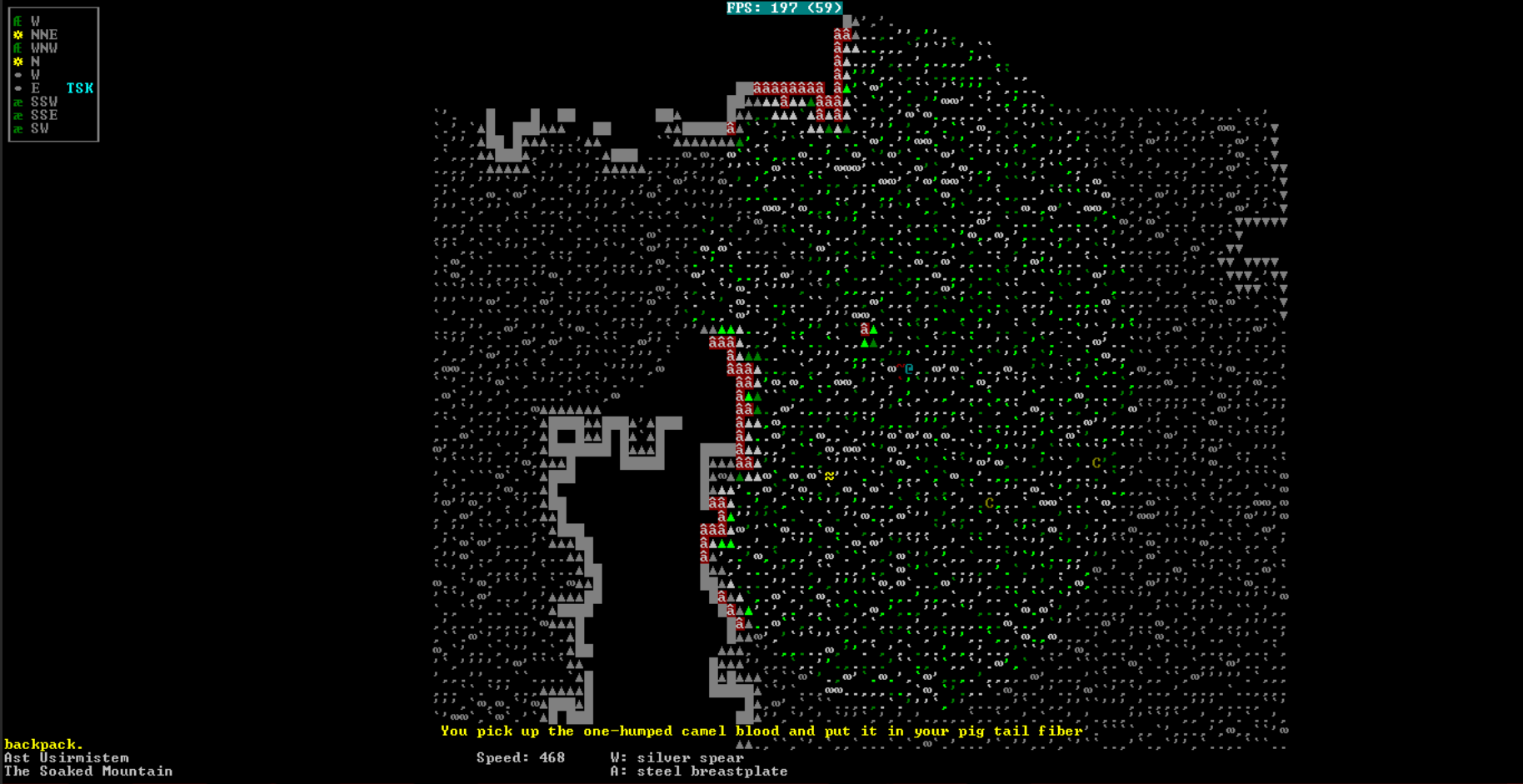
After a day's well earned rest, Ast moved on, searching for the lair of her target. By now she was running low on blood, having only harvest about 15 urists from the olm woman. time for hunting!

Spoiler: 50 Hunting with Ast (click to show/hide)



Wait . . . She was supposed to get the blood, not the meat . . .

Spoiler: 51 hey i was after drinking blood no meat (click to show/hide)



Okay, better then.

---

After another day of travel, Ast had to choose what to do mid-day. She could go straight to her target, or try to stop at the relatively nearby town for a new weapon. The silver spear she had was serviceable but hardly efficient. With this in mind she headed north, sticking to the relatively safe 'gray' quicktravel land and staying away from the more unsettling 'purple'. Stopping at another goblin hamlet, Ast spent the night before finishing her detour to the town of SectGhoul. Abandoned shops greeted her and she was suddenly unsure if she made the right choice . . .

Spoiler: 53 wrong detour for a better weapon (click to show/hide)



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **0996395** on **September 02, 2014, 06:10:32 pm**

I'll spend the time until my turn learning all about this world and the adventurers that came before me. I already know which forts I want to explore and what civilization I want to start in.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Plancky** on **September 02, 2014, 11:51:30 pm**

I think the new fortress probably should be a keep. Because isn't there the problem with all invasions win. And with that wouldn't it cause all the stuff at the fort to be scattered if there is a sucessfull invasion?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Azhf** on **September 03, 2014, 01:55:38 am**

Wow, position 18. It's gonna be a while before I get the save haha. I don't consider myself an expert, but I've definitely got experience(I binge played adv mode for roughly a month straight when my grandma died :P). Hopin I can make a nice contribution to the next museum. I wonder.. if some sort of lore tie in could happen? Not anything at all, just strictly lore. I don't know. I wonder how big the save will be when it gets to me. I'll have to wait to find out!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 03, 2014, 01:04:59 pm**

Quote from: Plancky on September 02, 2014, 11:51:30 pm  
I think the new fortress probably should be a keep. Because isn't there the problem with all invasions win. And with that wouldn't it cause all the stuff at the fort to be scattered if there is a sucessfull invasion?

Wouldn't the good old lair command in dfhack protect us from that, or is there a new feature that causes stuff to be scattered despite this?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Plancky** on **September 03, 2014, 02:50:16 pm**

Quote from: Bralbaard on September 03, 2014, 01:04:59 pm  
Quote from: Plancky on September 02, 2014, 11:51:30 pm  
I think the new fortress probably should be a keep. Because isn't there the problem with all invasions win. And with that wouldn't it cause all the stuff at the fort to be scattered if there is a sucessfull invasion?  
  
Wouldn't the good old lair command in dfhack protect us from that, or is there a new feature that causes stuff to be scattered despite this?

That probably would work. haven't tried.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **September 03, 2014, 09:17:38 pm**

Quote from: Plancky on September 03, 2014, 02:50:16 pm  
Quote from: Bralbaard on September 03, 2014, 01:04:59 pm  
Quote from: Plancky on September 02, 2014, 11:51:30 pm  
I think the new fortress probably should be a keep. Because isn't there the problem with all invasions win. And with that wouldn't it cause all the stuff at the fort to be scattered if there is a sucessfull invasion?  
  
Wouldn't the good old lair command in dfhack protect us from that, or is there a new feature that causes stuff to be scattered despite this?  
That probably would work. haven't tried.

Suppose you "lair" it and all the dwarfs become "outcasts" of their civ? Eeeeenteresting...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 05, 2014, 04:23:16 am**

The new version seems stable enough, and tests show that creatures are no longer duplicating at the museum site.

The new game has started here (http://www.bay12forums.com/smf/index.php?topic=143382.0)



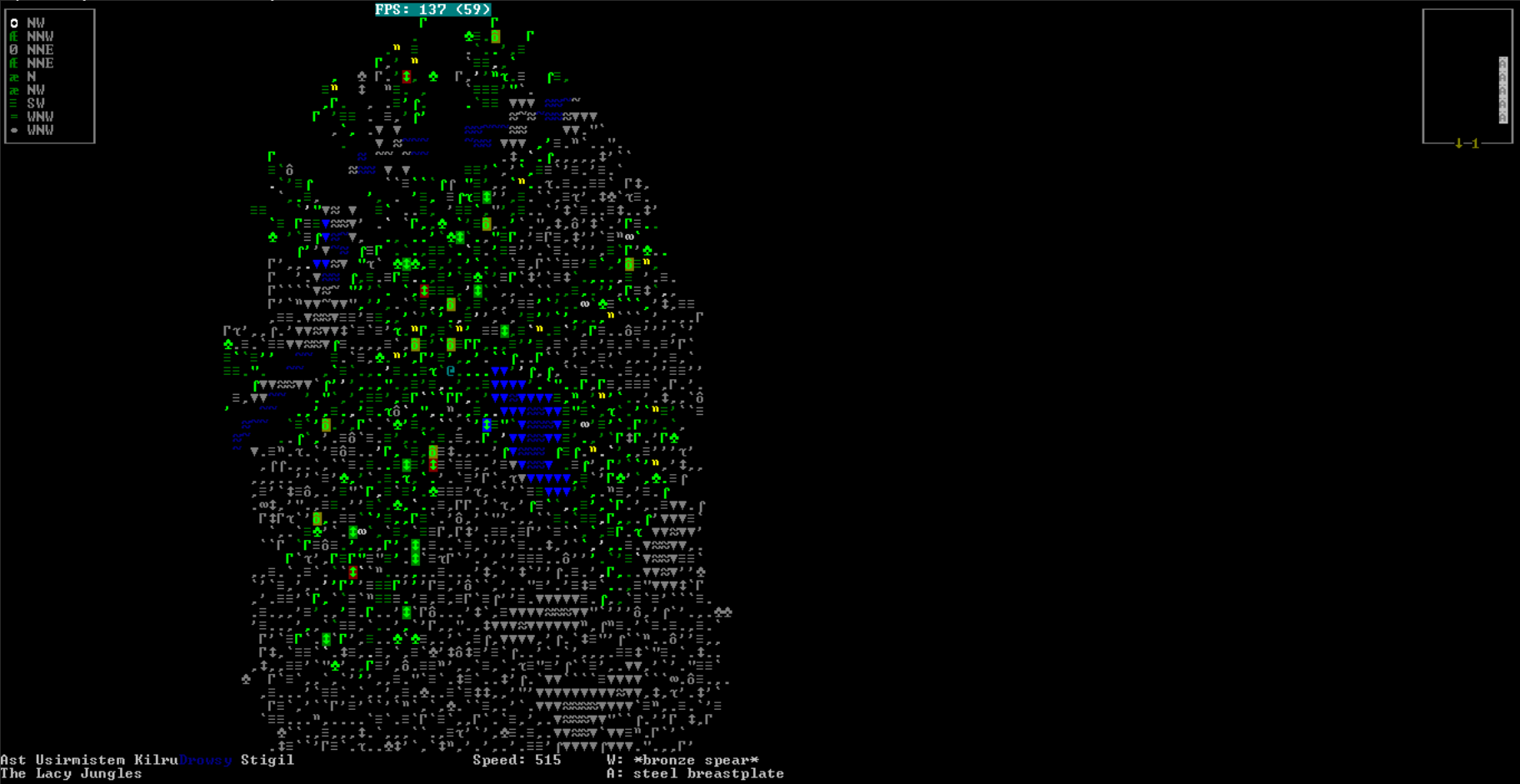
Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **0996395** on **September 06, 2014, 11:42:42 pm**

How are you doing, pisskop?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pisskop** on **September 07, 2014, 06:55:53 pm**

Okay. I got back into it. So Im on my way north. Soo much evil to try to avoid. Also are there boogeys? I haven't been sleeping at night, but its slow that way.

Right now, I'm in a jungle somewhere, and it hurts.  
Spoiler (click to show/hide)



Between the green bars on the ground, the dead mushrooms everywhere, the bracelets in the stone walls and the invisible trees, I don't' know where I'm going.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **TheFlame52** on **September 07, 2014, 07:00:17 pm**

I think someone screwed up the save with a tileset.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **September 07, 2014, 07:24:06 pm**

entropy... The world continues to "pass on"

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pisskop** on **September 07, 2014, 08:48:51 pm**

I made it, and tested the ash out. The ash is on the second floor, on the northeast. Also some valuable trinkets, and a cheap weapon or two. And food.

I think this is the right way to post this link:  
World (<https://www.dropbox.com/home/the%20museum>)

---

I entered town by swimming across the river to decontaminate myself. The pus from my oozing finger reminded me that I had an infected hangnail; likely to be a deadly affliction in the long term.  
Spoiler (click to show/hide)



The town itself wasn't abandoned completely, it had a thriving meat market, and a few import shops still caught the stray business form the local farms, but the keep and the rest of the place was desolate. The keep had the desiccated body of the old ruler, crumpled by his throne. Downstairs, I contemplated braving the sewers.

[Spoiler](#) (click to show/hide)



Placing my stash of heinous ash aside, I stepped into the dungeon with an expectation of loot.

An archer was hiding amongst the corpses, and with a bit of sadism in my heart I threw some of the ash at him. Experimentation happened after, wherein I removed his shoes and made him walk through the ash, alas, no confirmed infection occurred, and I was forced to end his life inconclusively.

[Spoiler](#) (click to show/hide)

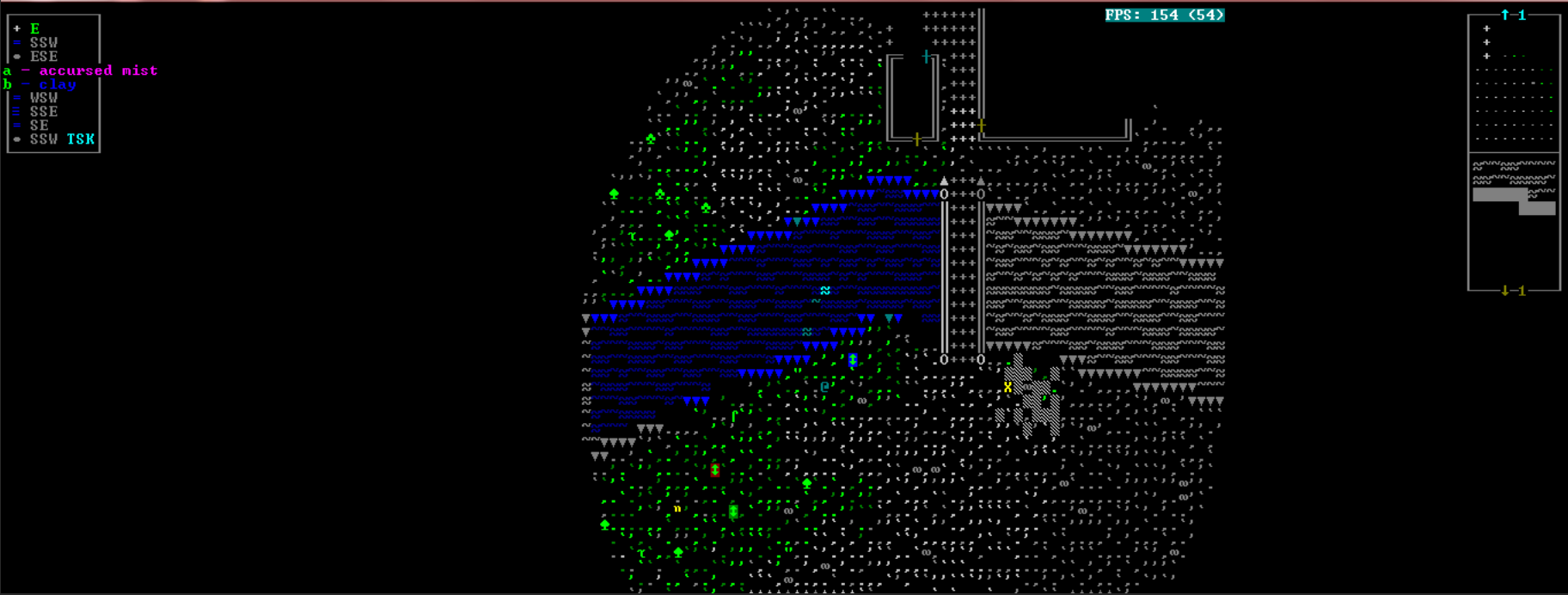


[Spoiler](#) (click to show/hide)



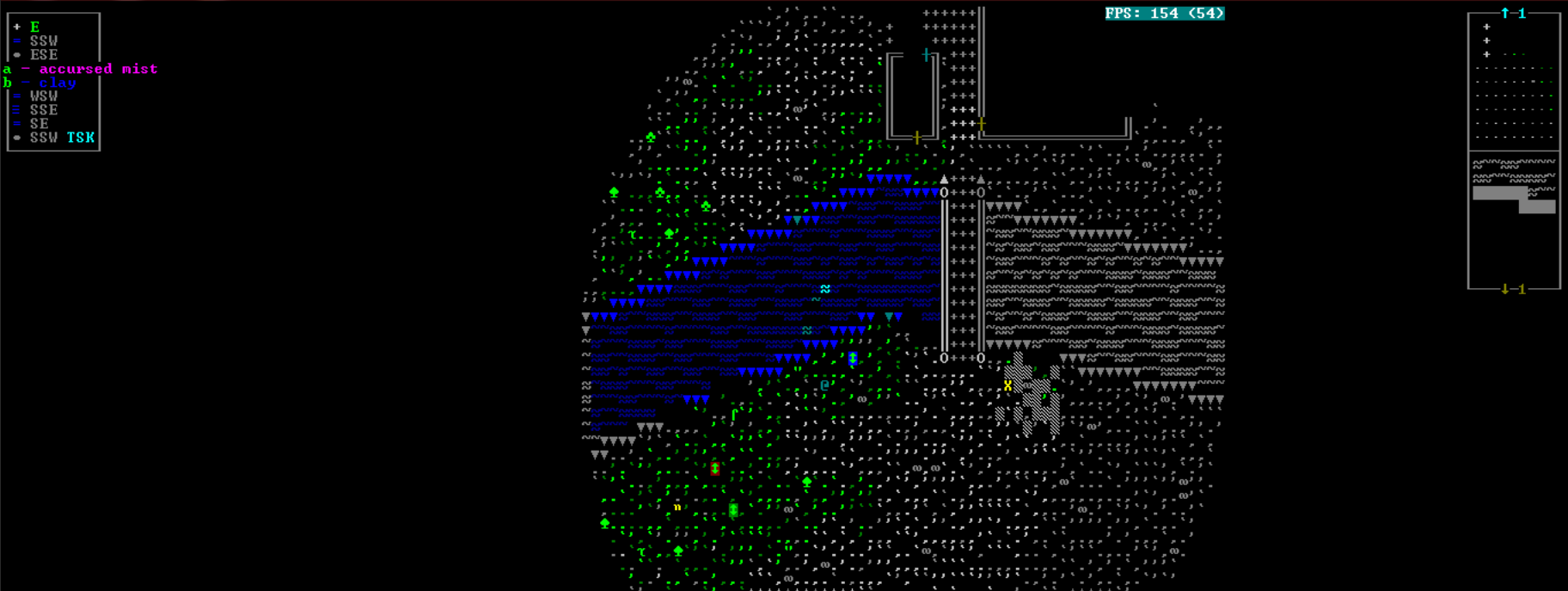
As I explored, a pikeman charged up some stairs to assault me. thrown sword in the gullet later, I was admist a sea of large coppr armour, and finely crafted figurines. a treasure trove, and also good concealment, for there was the ret of the pikeman's band of robbers.

[Spoiler](#) (click to show/hide)



Without an urge to fight, I collected a few of the more eye-catching items and left. My quest for a better spear had technically succeeded, but only by one tier. A finely-crafted spear is marginally better than a mediocre spear, however.

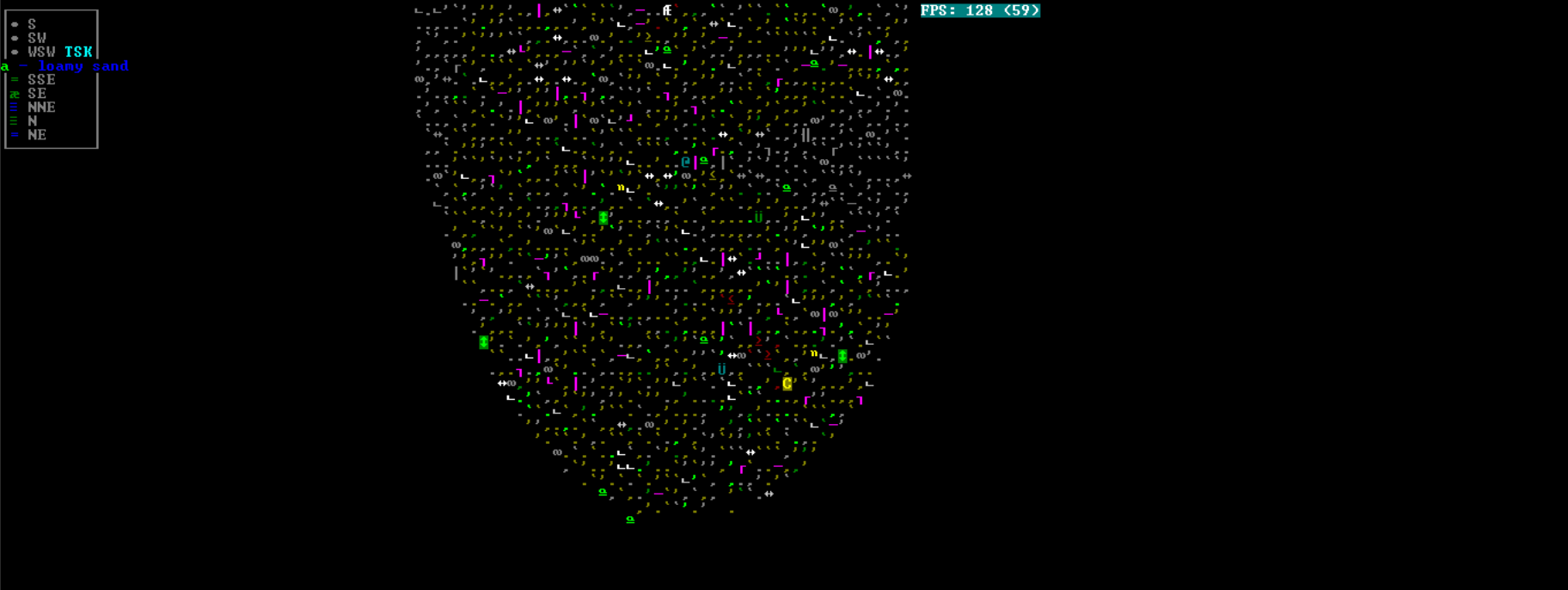
[Spoiler](#) (click to show/hide)



On the way out of the town I spotted a mist rolling over the lower houses, an evil looking cloud that undoubtedly signaled the cursed state of this particular region.

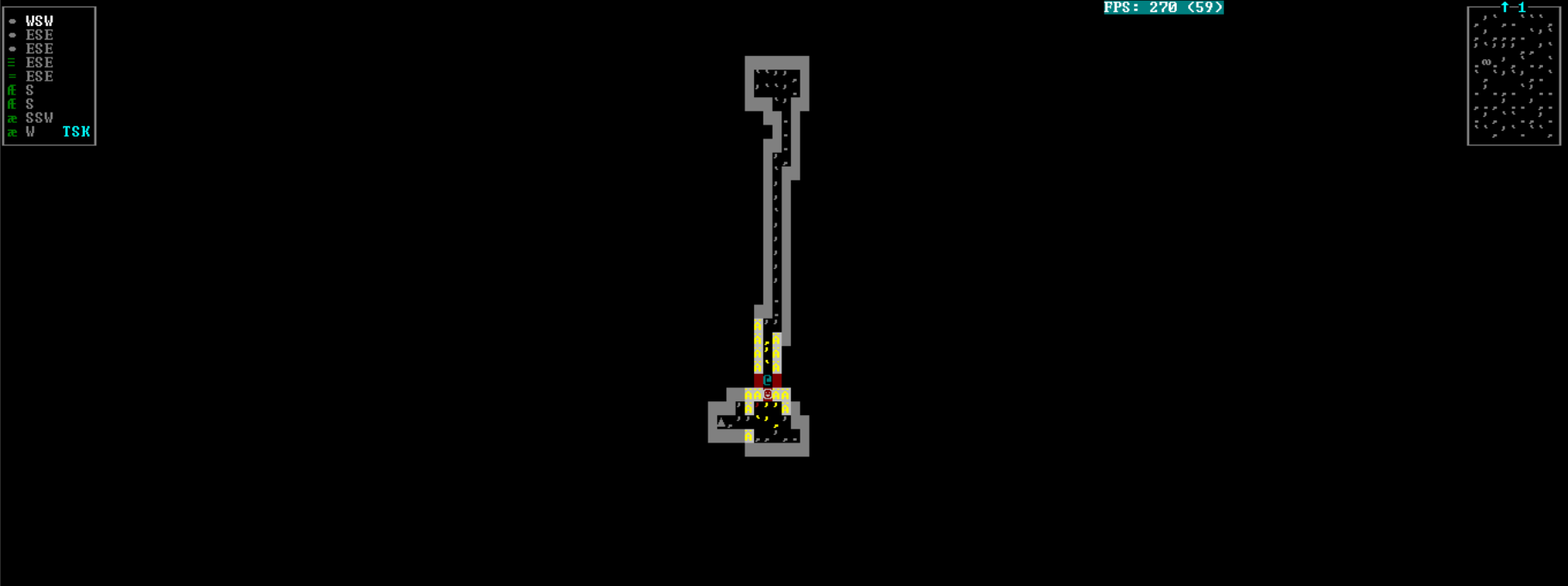
The mist rolled to the south, and I followed behind it to my target. A hamlet on the outskirts of the town had an adventurous goblin, who promptly stunk up the air and made as much racket as you please. No surprise then, that a groups of kobolds ambushed us. The goblin did not survive.

[Spoiler](#) (click to show/hide)



My target was a weak dwarf, easily stabbed with my spear.

[Spoiler](#) (click to show/hide)



Free of my obligations, I went north with an earnest.

Heading north, drinking my own pus and eating my goat meat, I actually overshot my destination, and had to circle around. I did see some old battlegrounds, however.



Spoiler (click to show/hide)

the Duka Cocuthetal's mutilated corpse and many objects.

FPS: 111 &lt;59&gt;



I dared not sleep at night, traveling overland at a deliberate pace. Various monsters still required engagement, but I was deathly afraid of what I *didn't* see in the dark.

Spoiler (click to show/hide)

You stand up.  
 You begin sneaking.  
 You've been spotted!  
 You've been spotted!  
 The Giant Louse charges at You!  
 The Giant Louse attacks You but You jump away!  
 The Giant Louse rushes by You!  
 The spinning copper scourge strikes The Giant Louse in the left first  
 foot, chipping the chitin and bruising the muscle!  
 A tendon has been torn!  
 You can't sneak because somebody can see you.  
 You can't sneak because somebody can see you.  
 You can't sneak because somebody can see you.  
 You begin sneaking.  
 Dawn is breaking.  
 You regain consciousness.  
 You stand up.  
 You are no longer stunned.  
 You can't sneak because somebody can see you.  
 You lie on the ground.  
 You stand up.  
 You drink the 8st Glacierportal the Bronze Savant of Jaws's dwarf pus.  
 You eat the prepared one-humped camel eye [2].

FPS: 121 (59)

Announcements 2978-3000 of 3000

After untold days of slow traveling, I came upon an unavoidable purple-tinted evil biome. Fast travel was an inappropriate way to study the biome, and so I left it, and what I saw was terrifying.

Spoiler (click to show/hide)

The Sturgeon strikes at You but the shot is blocked!  
The Sturgeon strikes at You but the shot is blocked!  
You are no longer stunned.  
The Sturgeon attacks You but You scramble away!  
You stand up.  
You lie on the ground.  
You begin sneaking.  
You stand up.  
You eat the one-humped camel meat [11].  
It is warm.  
The carp corpse bites The Giant Sponge in the body, bruising it!  
The carp corpse latches on firmly!  
The Giant Sponge breaks the grip of The carp corpse's mouth on The Giant Sponge's body.  
The Giant Sponge charges at the carp corpse!  
The Giant Sponge attacks The carp corpse but He jumps away!  
The carp corpse bites The Giant Sponge in the body, bruising it!  
The carp corpse latches on firmly!  
The Giant Sponge charges at the carp corpse!  
The Giant Sponge pushes The carp corpse in the tail, bruising the muscle!  
The Giant Sponge collides with The carp corpse!  
The carp corpse is knocked over and tumbles backward!  
The carp corpse has collapsed.

FPS: 142 &lt;58&gt;

Announcements 2978-3000 of 3000

In an apparent attempt to re-establish their shattered ecosystem, storks and giant sponges attacked the local zombie carp.

Spoiler (click to show/hide)

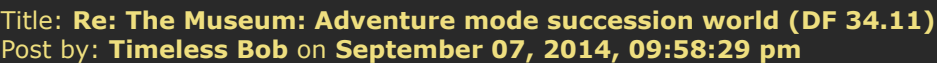
You cannot travel through the mountain halls. FPS: 119 <60>

Histekasto, "The Systemic Desert"  
Othronero, "The Occult Continents"

>: Stop c: Clouds n: Map Q: Log Z: Sleep

Drowsy Thirsty Hungry

The image is a highly detailed ASCII art piece. The main body is a vast, textured landscape composed of various symbols like dots, asterisks, and letters, creating a sense of depth and movement. In the center, there's a prominent staircase-like structure made of vertical lines and symbols. A legend in the top left corner defines the symbols used: NINE, WSU, NNW, NNW, NNE, and WNW. At the bottom, there's a status bar with 'Speed: 331', 'W: <iron spear>', and 'A: steel breastplate'. The bottom text reads: 'For security purposes, I sprinkled the heinous ash around the staircase.'



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **piisskop** on **September 08, 2014, 11:27:31 am**

Well shucks, thanks for making me feel better about that. I was pretty bummed that I was unable to weaponize it, and then when I rolled around in it it didnt do anything terrible.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **September 09, 2014, 09:24:22 am**

It might've been me that messed it up with a phoebus tile pack.

Can't really play good without it.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **piisskop** on **September 09, 2014, 12:01:34 pm**

Its fine. With over one hundred players, it was bound to happen. To fix, all we need to do is restore the tiles to their default. GPs change the symbols chosen to represent certain objects so that they don't look weird (i.e. more coffins and beds where they shouldn't be). replacing the affected definition files with the defaults would fix it.

-I *may* have posted this in another thread. opps-

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 09, 2014, 01:48:55 pm**

The list of museum items has been updated. Huray!

Also, Pisskop, I'm having trouble downloading the file from that link. It only takes me to the login screen of dropbox, and after logging in, it gives me my own dropbox account page. Could you update the link, or upload it to mediafire instead (that site doesn't require people to have an account)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **piisskop** on **September 09, 2014, 03:42:24 pm**

Is compressed okay?  
Heck, compressed the museum fits on DFFD, @232MB

<http://www.mediafire.com/download/zzl5f11zd5mzm1j/The+Museum.zip>

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 09, 2014, 03:51:18 pm**

Thanks! It's downloading now. I still need to add Tonnot's fortress to the map

I'll send Unraveller a PM

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Unraveller** on **September 10, 2014, 04:03:55 pm**

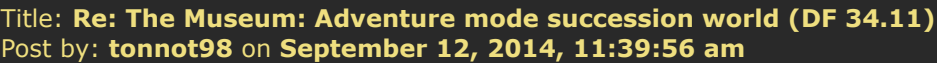
Alright, I'll get ready for my adventure of a lifetime. Probably, Maybe, or I'll die instantly.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 12, 2014, 02:51:14 am**

Here's the updated map, I've finally added Archbreached. It lies on the northwestern corner of the great continent.

Spoiler (click to show/hide)





Here's the updated map, I've finally added Archbreached. It lies on the northwestern corner of the great continent.

Can't wait until people find out what kind of arch I breached.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 20, 2014, 03:39:24 am**

Any news unraveller? Can you post the save game so the next person can start, you can take some more time to finish the story.



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 23, 2014, 08:29:31 am**

No news, that makes it 0996395's turn

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **September 23, 2014, 11:57:36 am**

Please add me to the 34.11 turn list. This world holds a special place in my heart.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **0996395** on **September 23, 2014, 07:14:15 pm**

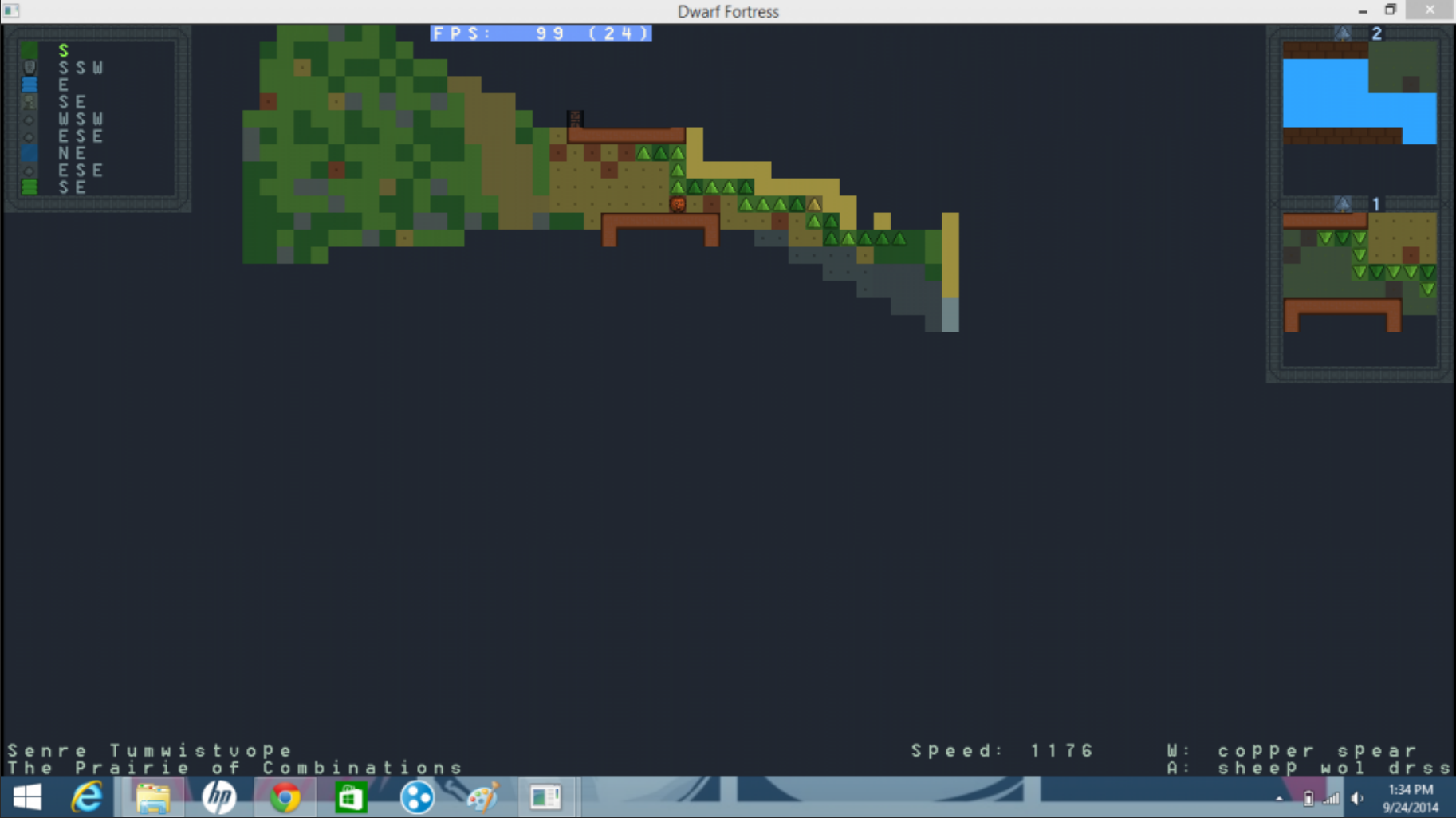
This post is to confirm that I am accepting my turn and am going to download the save and start playing on it tonight. Thank you.

I hope to make the next Dishmab.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **0996395** on **September 24, 2014, 03:36:13 pm**

Alright, I got the save and started.

"Senre Machinestabbed" says hi!  
[Spoiler](#) (click to show/hide)



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 26, 2014, 02:01:30 am**

[Quote from: 0996395 on September 23, 2014, 07:14:15 pm](#)  
I hope to make the next Dishmab.

Speaking about Dishmab..  
Timeless Bob just discovered in the new thread that Dishmab actually made it into the pantheon of the new game. That is right, he truly ascended into godhood. I guess Kesperan has now -officially- won adventure mode.

edit: 0996395 asked to have his turn moved back due to a busy schedule, he was unable to do anything besides posting the picture above. His turn will be moved back one slot. That makes it NAV's turn.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **September 26, 2014, 03:24:07 pm**

Dishmab is a god? Squeeeee!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Eric Blank** on **September 26, 2014, 03:29:17 pm**

Goddess. Of fortresses.

Deep down in his soulless little heart, dishmab always secretly wished sex-change operations were a thing for dorfs. Gods don't have to wish, though. Gods will.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **September 26, 2014, 04:09:42 pm**

!POOF!

...I always wanted a pair of these. Now I have a permanent shelf for my beer with hot and cold running hormones!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NAV** on **September 27, 2014, 06:19:48 pm**

Alright, downloading the save now.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Deidei** on **September 28, 2014, 12:08:00 pm**

Could you also add me? I could probably use the practice for the new game. And something to keep me occupied.

... Let's just hope this doesn't go too badly...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **September 28, 2014, 02:26:24 pm**

You've been added.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Deidei** on **September 28, 2014, 03:25:37 pm**

Thanks. Have a nice trip to Italy!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **October 06, 2014, 02:34:59 am**

Hey, any updates on this? I think its been more than a week...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **The Lupanian** on **October 07, 2014, 01:28:06 am**

I will try to get the download, but the computer I play DF on doesn't like the internet very much.

-EDIT- oops, wrong thread

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 10, 2014, 12:31:03 pm**

No response from NAV, timeless can start..

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NAV** on **October 10, 2014, 05:00:01 pm**

Sorry, I've been busy. It will probably be a while before I can get this adventure finished, so Timeless can go now. I'll post the story of my adventure later as a non-canon side story.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **October 10, 2014, 05:08:26 pm**

OK, downloading now.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **October 11, 2014, 12:37:15 pm**

I would love to have another turn!

I have some unfinished business with some grandpa bandits...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 11, 2014, 01:27:37 pm**

I've updated the turn list. Those bandits better start preparing themselves.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **October 11, 2014, 04:21:03 pm**

My laptop's battery gave up the ghost today, so I may only be beginning my turn the day after tomorrow or whenever the new battery arrives. I'm using a public library internet station right now, so if you don't hear any updates in three days its probably because I don't have internet access yet either. Just a FYI to those waiting for one of my verbose lighthearted-stories-ending-in-unexpected-tragedy.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **arclance** on **October 11, 2014, 04:24:30 pm**

Most laptops should run on wall power even if the battery is dead.  
You may need to remove the dead battery for it to work depending on how your laptop is built and how the battery failed.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **October 11, 2014, 04:27:47 pm**

Mine was designed by an idiot - the power cord uses the battery as part of the circuit, so that while that automatically permits the battery to recharge, once the battery stops taking a charge, the circuit is broken and I now have a thousand dollar paperweight... at least until the new battery arrives.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **arclance** on **October 11, 2014, 04:37:23 pm**

Ah it is one of those "exceptional" laptops then.  
They excel at frustrating those who own them with their designs ability to impeded their usability.

It is hard to overcome something designed by someone with a Legendary "Lack of Foresight" like that.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **October 11, 2014, 04:45:31 pm**

What's even more frustrating is that my CAD software and saved image files are on an unresponsive hard drive, so while I was ready to devote some serious hours to crafting more Dwarf Fortress structures for everyone's amusement, I'm back to diddling in a notebook with a pen instead!  
(Incidentally I created a new card game out of misplaced creative frustration. It seems that the habit of contributing to the Dwarf Fortress forums



has been a bit of a pressure valve for my rampant creative energies. Without that, I'm up at all hours sculpting, painting or creating new games whole. Aaargh!)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **The Lupanian** on **October 11, 2014, 06:08:36 pm**

Can we link the museum II to the main page? It would just make some things easier

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 12, 2014, 06:40:49 am**

Both threads already link to each other in the first paragraph of the first post.  
In this thread:

Quote from: Bralbaard on March 12, 2012, 11:54:12 am

This is the thread for the first museum succession game. It has been running for a surprisingly long time; 138 in-game years have passed, 74 adventurers have played, and 37 fortresses have been constructed around the world that serve as adventuring locations. You will need df version 34.11 to play. For the museum II game follow this link (<http://www.bay12forums.com/smf/index.php?topic=143382.0>).

In the other thread:

Quote from: Bralbaard on September 05, 2014, 03:55:58 am

Welcome to the second museum adventure game! The game is based on the same idea, and the same rules as the first succession game, which can be found here (<http://www.bay12forums.com/smf/index.php?topic=104399.0>)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Tavern** on **October 12, 2014, 04:01:33 pm**

If this game is still running I'd like to sign up for it too, if that's alright :P

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **October 12, 2014, 09:43:37 pm**

I'm gonna have to bow out for this turn after all - the new battery won't be getting here for ten days, so I'd rather pass the turn on to someone who will actively advance the story along.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 13, 2014, 01:31:43 pm**

No problem, I'll notify the next in line. Shall I move you back two spots?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **October 13, 2014, 03:46:19 pm**

Yes please, that would be a kindness.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 14, 2014, 01:15:10 am**

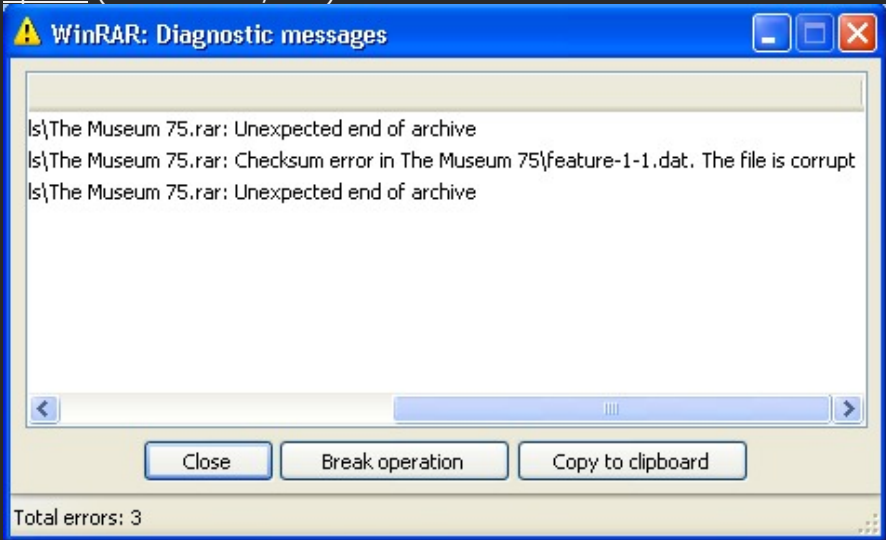
Ok, due to some further shuffling of the turn list it is Deidei's turn now.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Deidei** on **October 18, 2014, 10:58:20 am**

Didn't really notice this so sorry for the late reaction. I'll try to get some work done before the next week, (27-10-2014) because I will have a lot of tests from then. Not that I expect to last that long :P

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Deidei** on **October 19, 2014, 01:33:05 pm**

Hm.. WinRAR says part of the file is corrupt and simply stops.  
[Spoiler](#) (click to show/hide)



Anyone have an idea what might be wrong?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 19, 2014, 11:59:52 pm**

I'll try and figure out what's up this evening.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 20, 2014, 02:42:04 pm**

Hmm I downloaded the save file from the link I send you and it seems to work fine for me.  
Your download was probably incomplete or somehow got corrupted. Redownloading might fix it.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Deidei** on **October 24, 2014, 08:18:48 am**

I'm sorry, but I'll have to abort my turn. The game is literally running so slowly that I wouldn't have done anything by the deadline.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 25, 2014, 12:24:40 am**

I've picked up the save game..

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 26, 2014, 04:21:22 pm**

The journal of Ked Frillcombat

White is the only color. The howling wind the only sound. The freezing cold is the only thing you feel, but it fades, fades into numbness, a complete loss of feeling. With nothing to occupy the senses, one can finally focus.

There are few that dare focus, that dare face themselves, that dare to contemplate on what truly matters beyond that. But when I look out over these frozen wastes, I know that I will find enlightenment here.

My journey started several days ago, in Leechdooms in the human empire of Gil Ladgi. Like elsewhere, the people here fear the cold. The southern half of Gil Ladgi is kept alive by powerful magical wind that blows warm air south from Crescentattic, along the Ominous Spikes. This warm air has even thawed the ashen oceans, a long stretch of sea is free of ice.  
At this latitude anything should be frozen, but instead it is where one will find the beautiful jungles, a near tropical forest that extends as far south as Wickedchant. Gill Ladgi extends even further south and is said to end at the town of Inkedtorment, in the Scabrous morass. While the name doesn't sound inviting, the temperatures there are above freezing, and very agreeable for a location that is nearly on the south pole.

I however have chosen to no longer bask in this tainted warmth. I have lived my entire life in the empire of Gil Ladgi, but it has brought me nothing. Two days ago I left Leechdooms behind, traveling east into the Blizzard. My goal is the monastery of FrozenAbbey. Little is known about this place, except for the fact that it was founded by dwarves decades ago, and that it is one of the most isolated places known to man. If all goes well, I should arrive tomorrow



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 28, 2014, 04:58:59 pm**

I made it to Frozenabbey. Uppon aproaching the abbey I accidently disturb a nest of small creatures. Fluffy wamblers! I never knew they could live in such a bitter cold environment. I catch one of the creatures, feed it some plump helmet and put it in my backpack, I is said they make good traveling companions.  
When I turn back towards the fortress I spot a dwarf walking towards me, he is seemingly unbothered by the cold, and we shake hands, his hand is cold like the snow, and so is the look in his eyes.. before I can stop myself, I blurt out "but..but.. you're a vampire!"

[Spoiler](#) (click to show/hide)

You begin a conversation with the Dwarf Thresher.  
Swordsman: Greetings. My name is Ked Prillcombat.  
Tobul Eriborrun, Dwarf Thresher: Hello, human. I am Tobul Gorgeroar  
Swordsman: Let me regale you with tales of adventure... [shares news]  
Tobul Eriborrun, Dwarf Thresher: This is fantastic!  
Tobul Eriborrun, Dwarf Thresher: So many... the world is surely a safer place now.  
Swordsman: Whosoever would blight the world, preying on the helpless, fear me! I call you a child of the night and will slay you where you stand.  
Tobul Eriborrun, Dwarf Thresher vampire: I am Tobul Gorgeroar!

Press **Enter** to continue.

The look in his eyes changes from bitter cold to a raging fire and he jumps at me with a wide open gaping mouth. His teeth barely miss my neck and sink into my arm. Having missed my arteries, he shakes his head and tears himself free. I grasp my arm, it is a ruined mess. I try to run towards the fortress dodging a few blows, but the vampire aims for my legs. I feel a sharp pain and fall to the ground, he smashes me in the face leaving my nose broken. Then out of nowhere two dwarven children jump out from the snow dunes in front of me and attack the vampire.

Spoiler (click to show/hide)



I crawl away from the enraged vampire, and see that another dwarf joins the battle. I fall over and roll down a gentle slope, then all goes dark.. When I wake up there is a dwarf standing over me. There are others nearby, watching. I must have been conscious for considerable time.

"My name is Shem Basementomens, mortal. I am here to inform you we have been.... instructed..... to spare your life."

I notice I can't feel my arm, but my leg feels like I could stand, and I awkwardly rise to my feet.

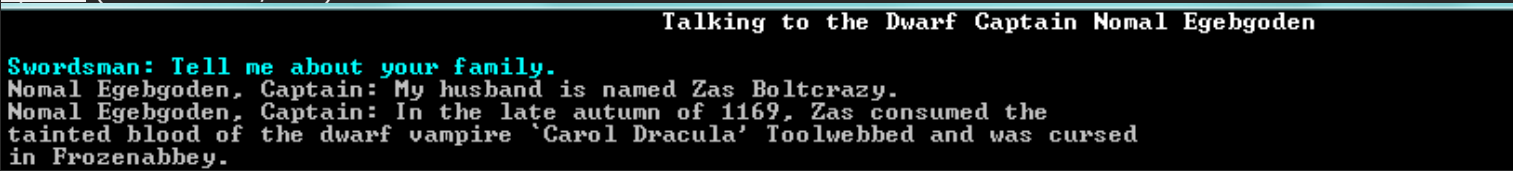
The dwarf continues: "Many of us are hungry, so do not abuse our hospitality, and do not mistake it for kindness. Feel free to roam around the fortress, while we decide what to do with you"

"Do not think you can get away. There is nowhere to hide out there on the featureless frozen wastes, not from us."  
I look around and see there are dozens, if not a hundred of them, all with the same unnatural, thirsty gaze fixed on me. I sure am in trouble.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **October 29, 2014, 02:10:21 pm**

I spent the rest of the day uneasily exploring the fortress, hoping to find a way out, despite the warnings. It was clear that **everybody** in the fortress was a vampire, the signs were everywhere, and it was even openly discussed.

Spoiler (click to show/hide)



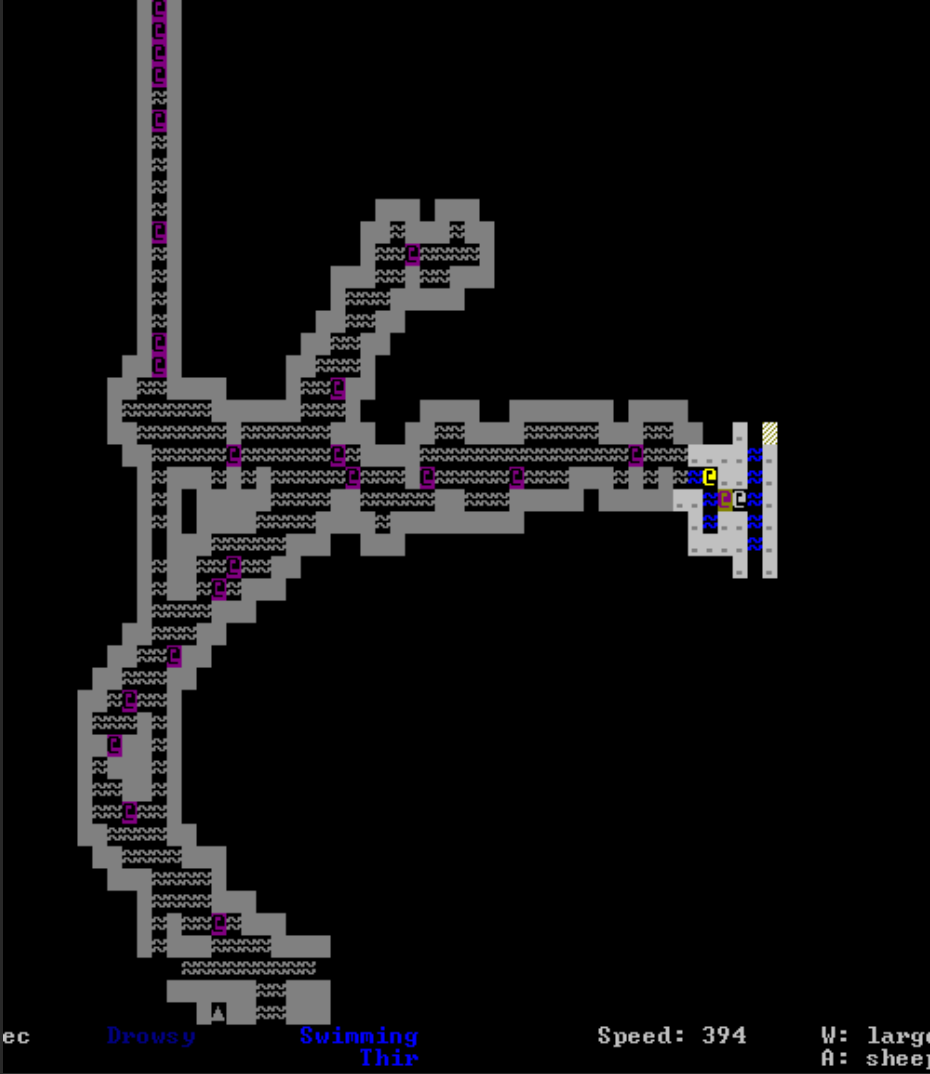
I have heard a lot of stories about vampires, but I never expected them to make such a mess of things. The fortress looked like a war zone. Furniture, rocks, underwear and useless items were scattered randomly about. It looked like the vampires cared little for comfort. I visited several surface buildings: there was a pyramid of sorts, some storage rooms and there was a huge underground space that the vampires referred to as the tree farm. None of these looked like living space, and all were littered with rocks and debris, the rest of the fortress appeared to have flooded years ago, but nobody seemed to care.

At some places I spotted stairwells descending into the water, suggesting there was something down there. In other places there were doors that, when opened, revealed solid ice walls, suggesting that the room beyond had filled with water that had long since frozen.

I uncovered a tunnel that had only partly filled with water, and started to explore. The tunnel was long, and at first I thought it might be a way out, however it went nowhere. There were more tunnels like it, it looked like they had been mined out in a search for metals. Where those had been found larger spaces were mined out and nothing of value remained.

Spoiler (click to show/hide)





I have never learned to swim, but after wading through these tunnels for hours I started to feel comfortable in the water and was able to keep myself afloat even in deep water. I was so distracted by this new-found skill that I failed to notice the water had been steadily rising, from the initial height of 5/7 to 6/7 and beyond. Some waves now even reached the ceiling, leaving no room to breath.

Spoiler (click to show/hide)



I panicked, and tried to swim back, but there were strong currents, and despite my new familiarity with water, I often flailed around helplessly. The water reached ever higher, and I frantically searched the ceiling for air pockets. I made progress, but it was slow, too slow... I accidently swallowed the salty water and coughed, the air pockets were too small too clear my throat and with the tunnels flooded it was almost impossible to find my way back, the cold water drained the last of my energy.

Somehow I made it back to the stairs and crawled out onto the level above, coughing, and completely out of breath. A vampire, more mighty than the ones I had met before stood above me and spit at me. He introduced himself with a thundering voice:

**"My name is Cog Knighteddiamonds the Bowel of Wails! Wielder of Deathpears, the artifact bronze sword! Wielder of the Nourishing Recreation, the artifact shield!"**

Spoiler (click to show/hide)

| Food Supplier                                 |         |                 |
|-----------------------------------------------|---------|-----------------|
| Râshmadush, Left hand                         | Thirsty | upper body      |
| Katthirkukon, Right hand                      |         | lower body      |
| small alpaca wool shirt, Upper body           |         | head            |
| small giant cave spider silk robe, Upper body |         | right upper arm |
| +«small steel mail shirt*»+, Upper body       |         | left upper arm  |
| small pig tail fiber cap, Head                |         | right lower arm |
| «small iron helm», Head                       |         | left lower arm  |
| -«small steel breastplate*»-, Upper body      |         | right hand      |
| small alpaca wool trousers, Lower body        |         | left hand       |
| «small iron greaves», Lower body              |         | right upper leg |
| small cave spider silk left glove, Left hand  |         | left upper leg  |
| «small steel left gauntlet*», Left hand       |         | right lower leg |
| «small bronze mail shirt», Upper body         |         | left lower leg  |
| small sheep wool cloak, Upper body            |         | right foot      |
| small llama wool hood, Head                   |         | left foot       |

The vampire lord continued: **"So you thought you could escape, mortal? I am thirsty and could offer you a more easy way out of this life!"**

He reached for me but was stopped by a vampire who stood behind him. The same vampire that had been watching over me when I woke up after the fight earlier today, he spoke with anger in his voice:

**It has been foretold by the legends! We need him for the mission!** He lowered his voice and continued: "All signs point to the fact that this pitiful human is guided by the unknown force, we need to take him along to break the spell, or we will never complete our journey!"

The mighty vampire warlord, initially drew his artifact sword, but lowered it again and glared at the other dwarf.

**"Take this piece of filth with you then, you are leaving in the morning"**

The next morning we left at dawn, me and five vampires:

Spoiler (click to show/hide)

|                                      |                           |
|--------------------------------------|---------------------------|
| You                                  | .....■.....↓.....         |
| Shem Ushatdakon, Ranger, ♀           | .....Not visible.....SW - |
| Avuz Enolshem, Ranger, ♀             | .....Not visible.....S -  |
| Mafol Lathonzefon, Dwarf Carpnter, ♀ | .....SSW                  |
| Uucar Kogandastot, Dwarf Recruit, ♂  | .....SSE                  |
| Edëm Imsalèzum, Dwarf Recruit, ♀     | .....SSW                  |

Sweet!

I kind of assumed that Eric Blank had turned his entire fort into vampires as there were numerous references in the legends to them, but nobody had ventured there to confirm it until now.

Fun!

Yeah, I did. I was hoping they'd immigrate to other peoples forts en masse and wreak havoc before everyone caught on. Guess the ghosts up now, though. :P

I should stop trying to unleash undead plagues on the world, huh?

An interesting thing to note is that I accused that first vampire completely by accident. I somehow messed up in the conversation menu and selected the option. I was quite unpleasantly surprised when the dwarf turned out to be an actual vampire and nearly murdered me.

The signs were obvious after that, literally everyone in the place is a vampire.  
Back to the story:

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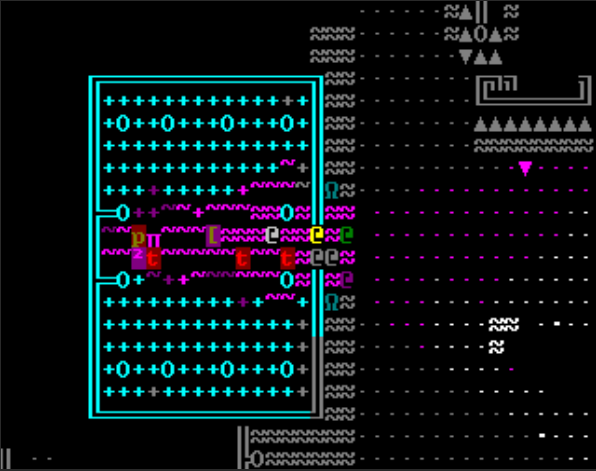
Before we had properly left the fortress, all hell broke loose. A large group of peregrine falcon men dove from the air, attacking both the vampires and me. The vampires took a purely defensive stance, which was getting us nowhere, the falcon men were careful to stay out of reach. I managed to wound one, causing it to fly close to the ground, and finished it. The other falcon men attacked, but they were no match to a human in combat, if they were down on the ground. I slew all five falcon men. The vampires did not comment, but Mafol's face gave away that he was impressed.

We finally left the fortress, and I had the chance to take a good look at my companions. They were broad and muscled, but one could not easily tell they were vampires. Most were carrying a weapon. Mafol was carrying a heavy chest, and was visibly slowing us down. When she saw me look at her, she dropped the chest, and told me to carry it. I walked over and tried to lift it: it was impossible, it didn't even move. The vampires laughed, and Vucar opened the chest. It was filled to the rim with weapons: steel swords, axes and maces. On top there was one weapon, wrapped in cloth, and Vucar carefully unpacked it:

It was a bronze artifact unlike any I had ever seen before, Vucar spoke: Behld! Lockboards the bridg of asmbls!! Vucar had a habbit of pronouncing words incompletely. What? I asked. "**Lockboards the bridg of asmbls!!** " Vucar repeated. One look at him made it clear that I should not ask again. (OOC: Mafol really was carrying the chest with the artifact, this is in fact, why I recruited him. Also, how do you see the full name of an artifact? I only got the abbreviated version)

The artifact was carefully stowed away, and Mafol again lifted the chest. We traveled until deep in the night. The dead never rest so the vampires had no reason to stop, but in the end Mafol commanded the others to set up camp. Despite the angry and hungry glares of the vampires I fell asleep in minutes, the day had been exhausting. I woke up to the sound of weapons. The camp was under attack by a yeti. The vampires took it down without much effort. While I was not fully rested it seemed better to move on rather than to ask for more time.

We moved on. By the time the sun was starting to set I suddenly saw the contours of a huge fortress emerge from the fog. Silverywnd! Vucar blurted out. Silverywind! Edēm corrected him. I had never seen such impressive architecture. The towers, the walkways and the walls were huge, a few were partly collapsed, they must have been taller in the past. The place looked unnatural. The walls seemed to be made of ice, but it was somehow corrupted, dark, and even colder than ice should be. A lot of the structure was covered in a revolting pink slush.



The dwarves moved in, and headed straight for the northwestern section of the fortress. "Hurry!" Edēm commanded. We entered a workshop and climbed up the stairs. Shem opened a wooden chest: "The amulet is here, as foretold!" she exclaimed. "Mounsants th Rlr-Fr of Rwrds!" Mumbled Vucar; he fell to the ground trembling.

Mafol explained: "This is Mournsaints the Ruler-Fire of rewards. It's presence here is a miracle in itself, but it has been foretold. This artifact was created in a time that has long been forgotten. What we do know is, that over a hundred years ago, a human by the name of Bralbaard took it from Silverywind, only to be brutally murdered by a group of bandits. Sarvesh Ducimvod later found the amulet, and took it to a place known as "The Museum". As you can see it is no longer in the museum, it teleported back to Silverywind. This chest, you see, is no ordinary chest, but it is bound to the artifact, they can not be seperated. To own the amulet, one needs the chest." She continued: "We NEED the amulet for it's connection to this museum." "The Museum, contains the greatest treasures known to this world, and they rightfully belong to us. The Museum was founded by the vampire lord Teshil despairdaub in the age of myth, over 140 years ago. We have evidence that the bloodline of our cult can be traced back to Teshil making us his rightful heirs. He was the greatest vampire that ever lived, and has consumed over 31400 humans during his reign" Mafol started to talk with a raised voice now: "Due to an act of horrible treason, Teshil was murdered by Kaslun Wadsomber the Whirling Anguish, and the museum was taken from our clan." "It is our mission to return to Dinnerwandered, claim the museum, and to bring the city back under proper vampiric rule!"

With the help of Mournsaints and Lockboards none will be able to challenge us. We will leave for the museum right away. Now pick up that chest, and start moving!

A day after the expedition left Silverywind they ran into trouble when they were ambushed by a single undead harpy. Judging by the odds: (5 immortal warriors armed with artifacts and weapons and one peasant against a single, relatively weak creature) not many would have predicted the outcome.

It started when the human, Ked Frillcombat, perhaps somewhat overconfident, charged into battle and failed to hit the harpy. When he looked back he saw that none of the vampires were following him. The harpy clawed him across his chest, and left a shallow but painfull wound. "What are you waiting for!" Ked exclaimed, while he again missed the harpy. This time the harpy clawed at his leg and he felt something snap. Ked realized it might be wise to regroup with the dwarves and started to limp back, with the harpy in pursuit "I could use some help here!" Mafol replied. "I wish we could but, there is this ehm.. that harpy is dead isn't it?" "Aauch!! my arm!" Not quite dead enough! undead I guess. This hurts! " Ah yes that is a problem, see we can not interfere, we have this understanding with the.. "Help me here!, this isn't a thing like the elves have with trees is it?" Ehm, the point is, that harpy is.. we can not.. O fu.. (at this point Ked passed out)

Mafol: "This is rather awkward"  
Edëm: "I guess he is right but did he just call me an elf?"  
Mafol: "Wait he is regaining consciousness!, incredible"

(The harpy proceeds to gouge the left eye of Ked )

Mafol: That does look painful. We really can't help him though.

(Ked reaches the dwarves, while the harpy gouges his right eye.)

Edëm: He does last an awful long time for a mortal.

(Ked flails around blindly for at least ten more minutes, while the harpy continues to scratch and bite him. Meanwhile the dwarves just stand there and do nothing but comment on the awkwardness of the situation. Finally after a far too long time Ked finally suffocates. )

Spoiler (click to show/hide)



And so ends the life of Ked Frillcombat. I had somehow expected that having five vampire companions would make me quite invincible, but it turns out they are probably the most unreliable companions you can have.

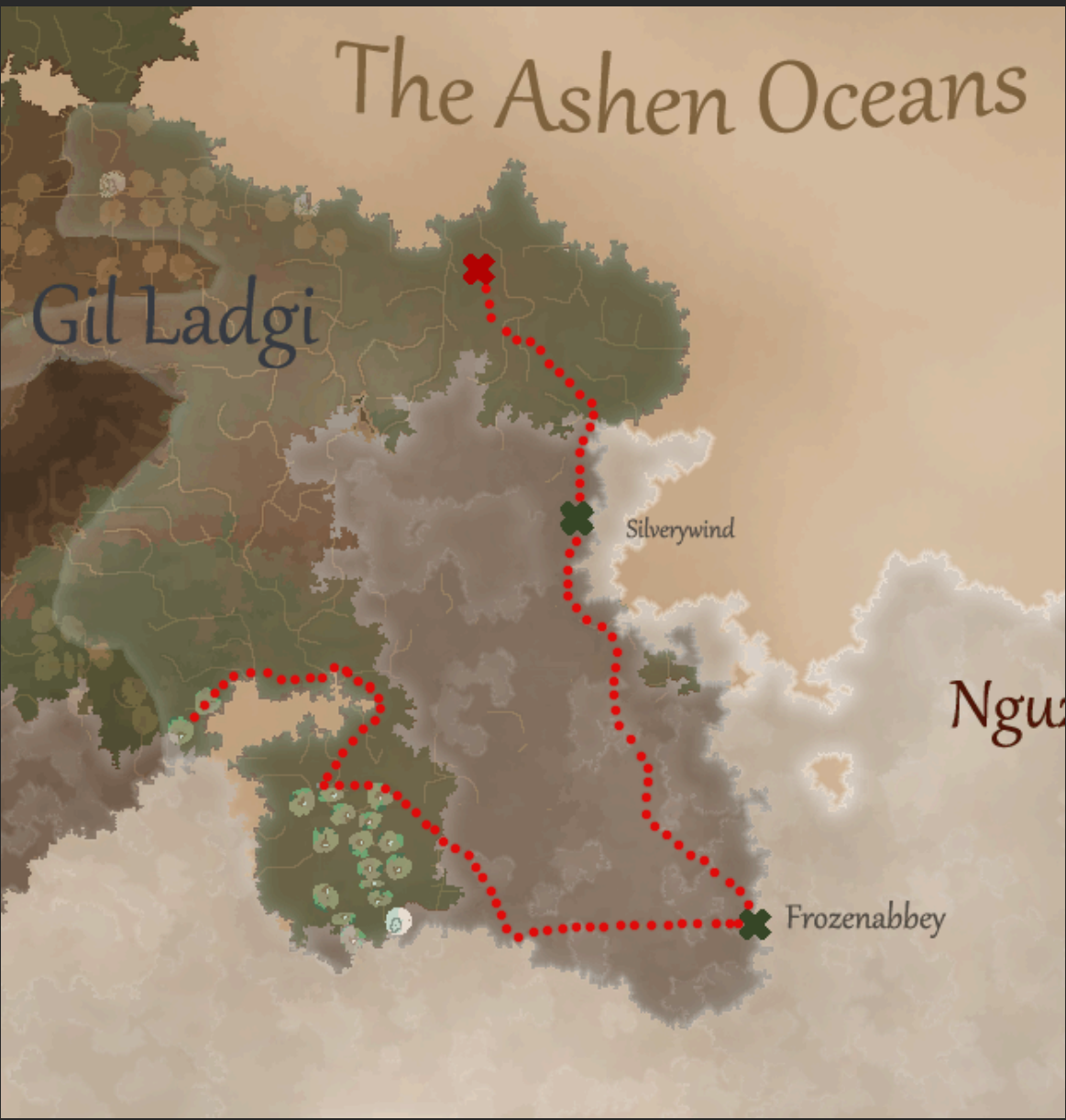
Like the last time I have failed to get an accurate screenshot of where I lost the artifact. It's likely somewhere in the middle of the following screenshot:

Spoiler (click to show/hide)



That means it's remarkably close to where I lost it the last time, but I guess that this time you can't just walk back to Silverywind too fetch it. Here is the save game. Timeless bob is up next:  
[http://www.mediafire.com/download/1b7p7bwlr96936q/The\\_Museum\\_76.rar](http://www.mediafire.com/download/1b7p7bwlr96936q/The_Museum_76.rar)  
Here's the map of my short and unfortunate journey:





Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **October 31, 2014, 05:53:53 pm**

Downloading now.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Eric Blank** on **October 31, 2014, 10:30:00 pm**

Damn, that is horrible luck. You should have drunk the blood of that vampire you taunted, I guess.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **November 04, 2014, 05:57:27 am**

After a long period of slacking, the adventurer list has been updated up to and including Braalbard's most recent turn.

The exploits of 75 brave and foolhardy adventurers have now been carefully scribed. Can we make it to 100?

Edit: I have noticed that I am not on the turn list for this version anymore. I'd like a turn to try and retrieve Mournsaints, if I can!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **November 04, 2014, 01:21:18 pm**

Quote from: kesperan on November 04, 2014, 05:57:27 am  
The adventurer list has been updated

Thanks!

I'll add you to the list.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **November 09, 2014, 03:18:38 pm**

Any news, Timeless Bob?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **November 09, 2014, 04:52:23 pm**

Shortly, yes. Darn RL!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Kromgar** on **November 10, 2014, 12:04:50 am**

Quote from: kesperan on November 04, 2014, 05:57:27 am  
After a long period of slacking, the adventurer list has been updated up to and including Braalbard's most recent turn.  
  
The exploits of 75 brave and foolhardy adventurers have now been carefully scribed. Can we make it to 100?  
  
Edit: I have noticed that I am not on the turn list for this version anymore. I'd like a turn to try and retrieve Mournsaints, if I can!  
Have you found a way to locate Kaslun Wadsomber yet?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **November 10, 2014, 06:22:52 pm**

I am pretty sure there were bits of Kaslun in the adventurer's retirement home. Not sure if they ever got interred in the Tomb of Heroes.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **November 10, 2014, 06:37:49 pm**

Sorry guys - I thought I'd be able to get an adventurer through a journey this week, but stuff kept on cropping up. I guess skip me again. (Damnit)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **November 11, 2014, 02:42:36 am**

That makes it Tonnot98's turn. Should I add you to the end of the list?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **November 11, 2014, 02:57:20 am**

Yes, Please.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **November 15, 2014, 04:42:55 pm**

Oh lawd, I forgot about this, as with the others!

Still some time, though, so that's good.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **November 15, 2014, 10:50:49 pm**

Meng Rigothison Meng Craftplan

Spoiler (click to show/hide)  
I was lucky enough to have an iron battle axe to my name once I left, but it seems that the majority of the people in this town have absolutely no need of my services!

Axedwarf: Tell me about this area  
Thakut Akrulbavast Hunter: The Hill of Dourness is nearly a day's travel to the east  
Thakut Akrulbavast Hunter: It is a place of great evil  
Thakut Akrulbavast looks around nervously and leans forward speaking quietly  
Thakut Akrulbavast Hunter: It is rumored that the dead rise and stalk the living!

I guess that's where I shall go for training...

Axedwarf: Tell me about this area  
Thakut Akrulbavast Hunter: The Hills of Squirming is a day's travel to the west  
Thakut Akrulbavast Hunter: It is a place of great evil  
Thakut Akrulbavast looks around nervously and leans forward speaking quietly  
Thakut Akrulbavast Hunter: Harpies! It's terrifying

Maybe not. If anything, I could go for a good harpy slaughter... I'd best get some armor first. Hopefully there's some friendly dwarven sites around here...

There are mountains absolutely EVERYWHERE!

It's gonna be a wonder of the world if I can even get close to a dwarven establishment.

Night's falling and...

You are surrounded by incessant cackling

Oh no! NO NO NO NO!

You charge at The Bogeyman!  
You miss The Bogeyman!  
You collide with The Bogeyman!  
The Bogeyman is knocked over and tumbles backward!  
Axedwarf has entered a martial trance!  
The Bogeyman stands up  
You attack The Bogeyman but It jumps away!  
The Bogeyman jumps away from The spinning ice!  
The Bogeyman misses You!  
You hack The Bogeyman in the left lower arm with your iron battle axe and the severed part sails off in an arc!  
The Bogeyman misses You!  
You counterstrike!  
You miss The Bogeyman!  
You charge at The Bogeyman!  
You hack The Bogeyman in the lower body with your iron battle axe and the severed part sails off in an arc!  
You collide with The Bogeyman!  
The Bogeyman is knocked over and tumbles backward!  
The Bogeyman has been struck down  
You attack The Bogeyman but It rolls away!

So far, so good!

You charge at The Bogeyman!  
You miss The Bogeyman!  
You collide with The Bogeyman!  
The Bogeyman is knocked over and tumbles backward!  
You pick up the small rhyolite rock and put it in your llama wool backpack  
The Bogeyman scrambles away from The spinning small rhyolite rock!  
The Bogeyman stands up  
You pick up the small rhyolite rock and put it in your llama wool backpack  
The spinning small rhyolite rock misses The Bogeyman!  
You pick up the small rhyolite rock and put it in your llama wool backpack  
The Bogeyman jumps away from The spinning small rhyolite rock!  
You charge at The Bogeyman!  
You miss The Bogeyman!  
You collide with The Bogeyman!  
The Bogeyman is knocked over and tumbles backward!  
You attack The Bogeyman but It scrambles away!  
You hack The Bogeyman in the right lower leg with your iron battle axe and the severed part sails off in an arc!  
The Bogeyman has bled to death  
The cackling fades away

Oh, yes! They're all dead! I'm surprised that I've been able to stand up to the night itself!

Now I may sleep soundly. But damn, I feel sore all over!

A short, sturdy creature fond of drink and industry.  
His left lower leg is bruised. His guts is bruised. His lower body is bruised. His right lower leg is bruised.  
His right foot is bruised. His left foot is bruised.  
He is muscular. His hair is straight. His long sideburns are braided. His very long moustache is neatly combed.  
His medium-length beard is neatly combed. His very long hair is arranged in double braids. His bronze eyes are incredibly close-set. His ears have large hanging lobes. His nose is somewhat short. His nose bridge is somewhat concave. His hair is russet. His skin is pink.

Man, it's so cold down here that all of my water froze! At least I've got this... rather foul smelling bogeyman blood...

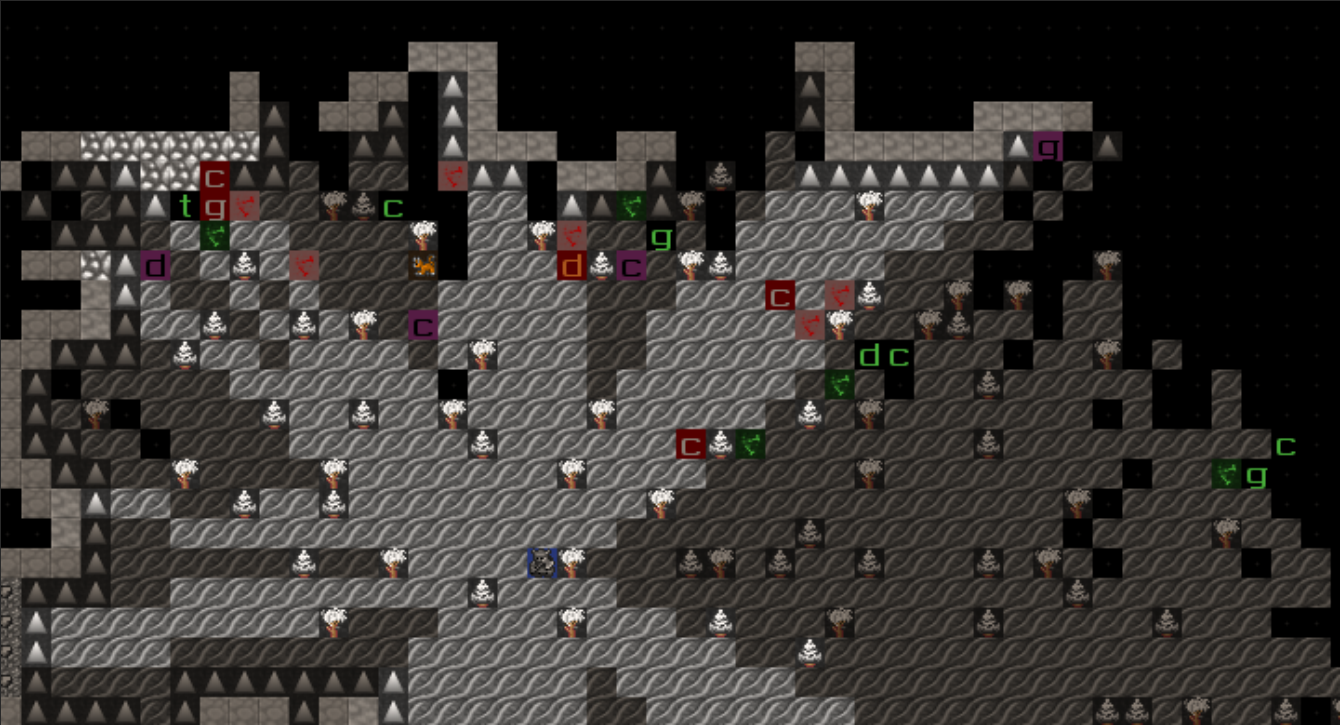


Finally, I've reached a new human hamlet! Hopefully they can find work for me here.

Damnit, what's so flattering about a blood and snow smothered dwarf that wants fame? GIVE ME PEOPLE TO KILL!

Alright, I'm going to try and travel along this frozen stream and see if it cuts through the mountain...

By Armok's glory! What happened here?!?



The snow must've preserved them, they're not even rotten! Ahh, now I can dine like a true dwarf on some cats!

While following a flattened area of the mountains, I found a mutilated mountain goat corpse... It seems that someone has taken the same path as me!

Marmots! Finally, something that I can legally kill!

You charge at The Hoary Marmot!  
You hack The Hoary Marmot in the right front paw with your iron battle  
axe, tearing apart the fat!  
You collide with The Hoary Marmot!  
The Hoary Marmot is knocked over and tumbles backward!  
The Hoary Marmot slams into an obstacle!  
The Hoary Marmot's left rear leg takes the full force of the impact,  
bruising the muscle!  
You hack The Hoary Marmot in the upper body with your iron battle axe,  
tearing apart the muscle and tearing apart the middle spine's nervous  
tissue!  
A tendon in the middle spine has been torn!  
The iron battle axe has lodged firmly in the wound!  
You maintain possession of the iron battle axe.  
You grab The Hoary Marmot by the upper body with your right upper arm!  
You release the grip of Your right upper arm on The Hoary Marmot's upper  
body.  
The Hoary Marmot misses You!  
You grab The Hoary Marmot by the throat with your left upper arm!  
You place a chokehold on The Hoary Marmot's throat with Your left upper  
arm!  
You strangle The Hoary Marmot's throat, tearing apart the hair!  
The Hoary Marmot passes out.

Yes, now sleep...

Ahh, strangling small animals, a favored dwarven past time!

Ooohh, coyotes in the mountain! Time to share my appreciation for non-domestic canines!

(A few hours later)

Oh my... I fear that I have found my training grounds earlier than expected! I hope these rotting buzzards don't prove to be too much of a threat as I pass through...

Ah, perfect! I have evaded emaniated buzzards, falcons, and camels and have made my way to a safer zone! So safe, in fact, that not even Bogeymen inturrupted my sleep!





Goblins! Camels, come to my aid!

Phew, it was only two goblins! But with numbers as small as those, a dark fortress is bound to be near-by! I'd best get to civilization before they start actively hunting me down!

A fortress! Guarded by humans, sure, but I can find some sol-



Curses! I'd best avoid these goblins unless I want to mourn the loss of my legs and liver!

This is a superior quality silver scourge. This object menaces with spikes of well-crafted porcupine bone.

I'd better start running faster!

I see the fortress gates! Hopefully the humans will come to my aid!

No! There's only butchered animals, rotting animals, and barn owls within these walls!

Well, I escaped that murderous gobliness with only a few bruises and raven meat.

Night is upon me again, and I am at yet another fort's gates! Hopefully there is a much warmer welcome there.

Humans live inside! Now I can safely travel the wilds in search of equipment!

After spending the night within the blood-stained castle, I found a few people willing to join my adventures!



I feel ready to take on beasts now, rather than bandits...

I shall go to Northevil and see what I can salvage from the fortress, proceed to Deathtraps and scour the place for any adamantium there may be.

I hope I find something worthy of the museum by then, the world is proving to be a dangerous place.

I have found a proper human city! Finally! Perhaps I could find some bone trinkets within! But it's castle seems to have only statues and corpses...

WHO THE HELL KEEPS KILLING THE BLUE-BLOODS!?

Well, there's a near-by place with bone crafts, I want to see what I can find.

This is a finely-crafted wild boar ivory figurine of a floating guts. The item is a finely-designed image of a floating guts in wild boar ivory. It is encircled with bands of finely-crafted candlenut. This object is adorned with hanging rings of superior quality mountain goat hoof.

This seems pretty nice! I'll buy it and deposit it in the museum if I find nothing else.

This is an exceptional wild boar ivory amulet. It is encircled with bands of finely-crafted cassowary bone.

Finally, something that I can display rather proudly on my person! I hope I do find something better within those abandoned fortresses, though.

At last! The bonecarver also had a few troubles with some people, and now I have proper quests!

Kill Ned Snackhugs  
Kill Aned Ashensmeared  
Kill Siset Runghandles  
Kill Timik Stokerfarmed  
Kill Stran Fordgravel  
Kill Osbu Hexsewers  
Kill Olong Seizefly  
Kill Sthra Dabblersgrip  
Kill Medi Casketpass  
Kill Imbo Donkeypockets  
Kill Smoma Ambergame  
Kill Lasiv Tubgorged

First off, I'm going to deal with some vampires.

The village supposedly housing the vampire is rather under-populated. I wonder why...

You begin a conversation with the Human Fisherman.  
Axedwarf: Greetings. My name is Meng Craftplan.  
Sthra Bekdilcitu Human Fisherman: Hello dwarf. I am Sthra Dabblersgrip.  
Sthra Bekdilcitu Human Fisherman: Praise pregnancy.  
Axedwarf: Let me regale you with tales of adventure. I share news.  
Sthra Bekdilcitu Human Fisherman: Rumors from faraway lands will not save us.  
Axedwarf: Whosoever would blight the world, preying on the helpless, fear me!  
I call you a child of the night and will slay you where you stand.  
Sthra Bekdilcitu Human Fisherman vampire: I am Sthra Dabblersgrip!  
Sthra Bekdilcitu Human Fisherman vampire: Prepare to die!

Let's do this!

The Human Woodcrafter attacks The Human Fisherman vampire but He jumps FPS: away!  
The Human Butcher strikes at The Human Fisherman vampire but the shot is parried!  
The Human Armorer attacks The Human Fisherman vampire but He jumps away!  
The Human Farmer charges at The Human Fisherman vampire!  
The Human Farmer misses The Human Fisherman vampire!  
The Human Farmer collides with The Human Fisherman vampire!  
The Human Farmer bounces backward!  
The Human Butcher attacks The Human Fisherman vampire but He jumps away!  
The Human Lye Maker misses The Human Fisherman vampire!  
The Human Fisherman vampire counterstrikes!  
The Human Fisherman vampire misses The Human Lye Maker!  
The Human Butcher stabs The Human Fisherman vampire in the lower body from the side with his silver carving knife, bruising the muscle and bruising the pancreas through the large sheep wool cloak!  
You hack The Human Fisherman vampire in the head with your iron battle axe, tearing apart the muscle, shattering the skull and tearing apart the brain through the large rope reed fiber hood!  
An artery has been opened by the attack!  
A tendon in the skull has been torn!  
Sthra Bekdilcitu Human Fisherman vampire has been struck down.  
The Human Diagnoser stands up.

He tried sprinting out of the house, but was stopped by a bunch of angry and depressed villagers with knives! I'm lucky I was able to get the kill to my name!

Another hamlet, another vampire.

Imbo Thamgal Human Metalcrafter: This servant of pregnancy greets you.  
Axedwarf: Whosoever would blight the world, preying on the helpless, fear me!  
I call you a child of the night and will slay you where you stand.  
Imbo Thamgal Human Metalcrafter vampire: I am Imbo Donkeypockets!  
Imbo Thamgal Human Metalcrafter vampire: Prepare to die!

I got the kill this time as well, but men are sure filled with blood! I hope I don't accidentally drink any...

I spent the rest of the day traveling, slept, and found a river...

A huge immobile sponge.  
Its body is cut open.  
Its body is red.

THE WATER'S NOT SAFE! RUN! RUN!

Found another river and guess what?

A person in the form of a sponge with arms and legs.  
Its right arm is cut open.  
It is average in size. Its body is red.

Time to take my vengeance on all of the dwarves that have fallen prey to giant sponges!

...Nevermind, then. They can swim REALLY fast.

At least now I have found Northevil! I hope I find something pretty! And maybe some armor to cover this flesh of mine!

(Oh dear lord, now I know what the forums meant by FPS death! It took about 10 minutes for the game to load a single step!)

Ugh, the air smells foul. I have a bad feeling about this. I'd rather just go straight for Deathtraps.



Many large roaches have been disturbed  
A group of large roaches has been disturbed  
Many large roaches have been disturbed  
Many large roaches have been disturbed  
Many large roaches have been disturbed  
Many large roaches have been disturbed  
A group of large roaches has been disturbed  
Many large roaches have been disturbed

(That was all from one step towards northevil after stopping my fast travel. It took forever to load!)

I hope you guys like what I've done so far!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **November 16, 2014, 04:02:58 am**

This may well be the start of an epic journey, all the signs are there.. also the floating guts thing is awesome, sounds allmost like a piece of modern art.

The naughty cruelties.. sometimes the rng comes up with great stuff.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **November 16, 2014, 02:13:30 pm**

Time to just keep on trucking!

Spoiler (click to show/hide)  
I'm changing my plans up. I'm going to Deathtraps, then to Island Paddles. If I don't die or get maimed in either of those places, I'll think about further exploring dwarven fortresses. This area is absolutely littered with them!

Another river. Does this mean more sponges?

FPS: 100 (48) Sturgeon

A large oceanic fish covered with bony plates  
She is gigantic Her scales are gray Her eyes are black

Nope, it means even deadlier fish!

Oh hey, my archer buddy is shooting it! Maybe I should stick around...

The flying silver arrow strikes The Sturgeon in the left fin tearing the muscle!  
The Human Lasher stands up  
The Human Bowman stands up  
The flying silver arrow strikes The Sturgeon in the upper body tearing the muscle!  
The flying silver arrow strikes The Sturgeon in the right fin chipping the bone!  
A tendon has been torn!  
The Sturgeon gives in to pain  
The Sturgeon falls over

I never knew fish could fall over like that...

FPS: 100 (48) Pike

A medium-sized green fish found in temperate lakes  
He is enormous yet very weak His scales are brown His eyes are black

Gah, more fish! These waters must be cleansed!

You leap at The Pike!  
You hack The Pike in the lower body with your iron battle axe tearing apart the muscle and tearing apart the left kidney!  
An artery has been opened by the attack!  
You collide with The Pike!  
The Pike is knocked over and tumbles backward!  
You hack The Pike in the tail with your iron battle axe and the severed part sails off in an arc!  
You hack The Pike in the head with your iron battle axe and the severed part sails off in an arc!  
The Pike has been struck down  
The Human Lasher stands up  
The Human Bowman flounders in the water!  
The Human Pikeman stands up  
The Human Bowman flounders in the water!  
The Human Bowman flounders in the water!  
You hack The Sturgeon in the head with your iron battle axe tearing the muscle and fracturing the upper spine's bone!  
You hack The Sturgeon in the head with your iron battle axe tearing the muscle fracturing the skull!  
The Human Bowman flounders in the water!  
You hack The Sturgeon in the head with your iron battle axe tearing the muscle!  
The Human Bowman flounders in the water!  
The Human Bowman stands up  
The Human Bowman flounders in the water!  
Kemus Larothberu Human Bowman has drowned

Fine dining at the cost of a meat shield. I hope a fortress has some more archers...



I fished him and the sturgeon out of the water. I am going to enjoy eating that fish. 54 portions of meat from that fish! And that's not counting the organs, which can feed 3 men each!

Giant Sparrows! Men, form up!



It was only one sparrow that we ran into, the others must have flown away!

I have found a lair. Most likely explored, but I must search it anyway.

I haven't found the lair but...

a - Dema Ethithieti Amethaucucoyare's bone 273

I wonder who went through the trouble of pulling all these from the flesh!

I've found other body parts lying around as well, a skull, a nail, and a second skull. I'd best clear out, there's probably nothing for me within that lair.

(Who the hell is Dema Ethithieti Amethaucucoyare, and why is he scattered about the hillside?)

Another river, and this time thrips men are by it!

Alligator FPS: 100 (48)  
A huge reptile found in rivers and marshlands. It is an ambush predator, solitary and territorial. He is incredibly skinny yet gigantic overall. His scales are gray. His eyes are black.

And an alligator that has appeared RIGHT NEXT TO ME HOLY SHIT!

Whew, thankfully I picked up a bronze bolt from the area around that lair. I threw it like a dart and it chipped the alligator's bone! That, and my pikeman stabbing it's lungs spelled it's demise.

A second alligator came from the river and towards the pikeman, we swiftly killed it within seconds. And the lasher was off breaking every bone in a thrips man's body, before smashing his head open.

What's that monstrosity!?

Giant Bark Scorpion  
A huge monster in the form of a bark scorpion. Her chitin is tan. Her eyes are black.

I'm going to feel like a true beast hunter after killing this!

The thrips man has been struck down.  
You eat the prepared sturgeon heart.  
The Giant Bark Scorpion charges at You!  
The Giant Bark Scorpion attacks You but You jump away!  
You hack The Giant Bark Scorpion in the right third leg from the side with your iron battle axe, fracturing the chitin!  
A ligament has been torn and a tendon has been torn!  
The Giant Bark Scorpion charges at You!  
The Giant Bark Scorpion misses You!  
The Giant Bark Scorpion collides with You!  
You are knocked over and tumble backward!  
The Giant Bark Scorpion strikes at You but the shot is blocked!  
The Giant Bark Scorpion snatches You in the right lower arm with her left pincer, tearing apart the muscle through the giant cave spider silk cloak!  
Many nerves have been severed!  
The Giant Bark Scorpion latches on firmly!  
You lose hold of the iron battle axe.

AHHGH!! MY ARM!! I CAN'T FEEL MY ARM!!

right lower arm skin  
Cut apart  
Moderate pain  
right lower arm fat  
Bleeding  
Cut apart  
Moderate pain  
right lower arm muscle  
Bleeding  
Motor nerve severed  
Sensory nerve severed  
Cut apart  
Moderate pain

You are unable to break the grip of The Giant Bark Scorpion's left pincer on Your right lower arm!  
You lose hold of the pig tail fiber right glove.  
The Giant Bark Scorpion shakes You around by the right lower arm and the severed part sails off in an arc!  
The right lower arm is ripped away and remains in The Giant Bark Scorpion's grip!

OW! FUCK! FUCK! I NEEDED THAT!

The Giant Bark Scorpion charges at The Human Pikeman!  
The Giant Bark Scorpion attacks The Human Pikeman but She jumps away!  
The Human Pikeman stabs The Giant Bark Scorpion in the right fourth leg with her silver pike, tearing the muscle!  
A ligament has been torn and a tendon has been torn!  
The Giant Bark Scorpion has become enraged!  
The Giant Bark Scorpion charges at The Human Pikeman!  
The Giant Bark Scorpion attacks The Human Pikeman but She jumps away!  
The Human Pikeman stabs The Giant Bark Scorpion in the cephalothorax with her silver pike, tearing the muscle and tearing the brain!  
The Giant Bark Scorpion has been struck down.  
You pick up the iron battle axe and put it in your llama wool backpack.  
You stand up.

I bet that smug fucker is holding back a laugh... I hope this doesn't get infected!

"Heavy Bleeding, Faint"

Ahh... This hurts... I drank some water and the bleeding's stopped, but I feel as if I already lost too much blood...



I'm now holding the iron battle axe in my left hand, and my shield like a targe. I hope this doesn't effect me too much, I MUST get to the museum!

You drink the water  
You take out the iron battle axe  
The Barn Owl Man misses You!  
You hack The Barn Owl Man in the lower body with your iron battle axe  
tearing apart the muscle and tearing apart the stomach!  
An artery has been opened by the attack!  
You charge at The Barn Owl Man!  
The Barn Owl Man looks surprised by the ferocity of Your onslaught!  
You miss The Barn Owl Man!  
You collide with The Barn Owl Man!  
The Barn Owl Man is knocked over and tumbles backward!  
You hack The Barn Owl Man in the lower body with your iron battle axe  
tearing apart the muscle and tearing apart the left kidney!  
You hack The Barn Owl Man in the left upper leg with your iron battle axe  
and the severed part sails off in an arc!  
You hack The Barn Owl Man in the head with your iron battle axe and the  
severed part sails off in an arc!  
The Barn Owl Man has been struck down

Hah! I've still got it!

I just killed an alligator snapping turtle. Not as threatening as a real alligator, but still dangerous. And now I have it's shell!

2 Barn Owl Women, a Cockatiel Woman, and some fast travel later...

✿Halt in the name of the Connected Monster!✿

Goblins? NOW? Of all times, and these seem to be centipede fanatics!

My lasher was shot in the leg! I ran down the hill to my pikeman fighting a pike goblin, and helped out. It appears that the pike goblin had an iron helm! My lucky... hour...

My lasher was bested by a lasher, and that same goblin lasher is now breaking the legs of my pikeman! I must run!

My friends are dead, and I'm being chased by their murderer!

I found a river! Perhaps I can fight him inside! I hope he can't swim!

Here we have a swimming Alligator

Maybe not, I'd best cross the river as soon as possible!

I have escaped a torturous death thrice in one day... I'd best find a hamlet as soon as possible!

I've found a village and... It reaks of goblin flesh! This is a goblin settlement! FUCK!

You hack The Goblin Farmer in the head with your iron battle axe and  
severed part sails off in an arc!  
Goblin Farmer has been struck down  
The Goblin Farmer strikes at The Goblin Hammerman but the shot is  
blocked!  
The Goblin Hammerman counterstrikes!  
The Goblin Hammerman misses The Goblin Farmer!  
The Goblin Farmer strikes at The Goblin Hammerman but the shot is  
blocked!  
The Goblin Hammerman stands up  
The Goblin Farmer misses The Goblin Hammerman!  
  
Announcements 1797-1819 of 1819

I seem to have intruded on something here...

A bunch of farmers just beat one of their own hammermen to death!

After killing one and maiming one, they're fighting each other! What kind of settlement is this!?

With these kills to my name, I feel as if I should add a title to myself!

"Meng Craftplan The Dip of Targeting"

What's this? There's also human corpses in this house!

(I feel as if I'm witnessing an adventure mode loyalty cascade.)

This goblin hammerman had a silver hammer. I wonder how he didn't win the fight.

Ech, upon stepping out of the house I'm confronted by a very large gobliness... She keeps on pushing me to the ground and trying to climb ontop of me! I fear for the worst.

A medium-sized humanoid driven to cruelty by its evil nature.

Her hair is extremely long. She is broad-bodied and very fat. Her red eyes are slightly sunken. Her ears are very flattened. She has a deeply recessed chin. Her eyebrows are extremely long. Her hair is plum. Her skin is dark green.

With a great leap, I cleave her skull, but she still moves! She falls and causes a shockwave that rumbles the earth and trees around her! I take my chance and cleave her skull again, this time tearing the brain!

The Goblin Dyer misses You!  
The Goblin Dyer collides with You!  
You are knocked over!  
The Goblin Dyer strikes at You but the shot is blocked!  
The Goblin Dyer strikes at You but the shot is blocked!  
You stand up.  
The Goblin Dyer attacks You but You jump away!  
You hack The Goblin Dyer in the head with your iron battle axe, tearing apart the muscle and shattering the skull through the troll fur hood!  
An artery has been opened by the attack!  
A tendon in the skull has been torn!  
The iron battle axe has lodged firmly in the wound!  
The Goblin Dyer gives in to pain.  
The Goblin Dyer falls over.  
You twist the embedded iron battle axe around in The Goblin Dyer's head!  
You maintain possession of the iron battle axe.  
You hack The Goblin Dyer in the head with your iron battle axe, tearing apart the muscle, shattering the skull and tearing apart the brain through the troll fur hood!  
An artery has been opened by the attack!  
A tendon in the skull has been torn!  
The iron battle axe has lodged firmly in the wound!  
Goblin Dyer has been struck down.

I have entered another house filled with goblins feasting upon human corpses! Are they herding the humans like cattle!?

Axedwarf has entered a martial trance!

I don't care one way or the other, THEY MUST DIE!

Their houses are made of chalk! This must be an insult to dwarven forts that don't have flux stone!

(My notable kills have gone up from 6 to 24 after clearing 3 houses!)

Killed a spearman and took his iron breastplate. This village may prove to be profitable to me!

The Goblin Sauturer loses hold of the cave spider silk sock.  
You hack The Goblin Sauturer in the left foot with your iron battle axe and the severed part sails off in an arc!  
You collide with The Goblin Sauturer!  
You tangle together and tumble forward!  
The Goblin Woodcutter strikes at You but the shot is blocked!  
The Goblin Woodcutter scratches You in the right lower leg, bruising the muscle through the troll fur trousers!  
The Goblin Woodcutter hacks You in the left upper arm with her silver battle axe, tearing apart the muscle and bruising the bone through the giant cave spider silk cloak!  
Many nerves have been severed and a tendon has been torn!  
You lose hold of the bismuth bronze shield.  
You lose hold of the iron battle axe.  
You are no longer stunned.

OH FUCK, MY OTHER ARM! I NEEDED THAT ONE EVEN MORE!!!

You stand up.  
The flying iron arrow strikes The Goblin Woodcutter in the right upper leg, chipping the bone through the troll fur cloak!  
A tendon has been torn!  
The Goblin Woodcutter falls over.  
The Goblin Woodcutter misses You!  
The Goblin Woodcutter gives in to pain.

what.

I threw an iron arrow and made him go unconcious...

I'M GONNA STEP ON HIS FACE UNTIL IT EXPLODES!!

You kick The Goblin Woodcutter in the head with your right foot, bruising the muscle, jamming the skull through the brain and tearing the brain!  
Goblin Woodcutter has been struck down.

TAKE THAT YOU FUCK!

Alright, time to flee the town with my one noodle arm, and hopefully I can find the museum and retire over there.

Hopefully.

I kicked a suturer on the way out of the house, he needs a new brain. I had a kicking fight with an equally impaired goblin, and came out the winner.

My work here is done, and I must find the museum before the night creatures consume me.

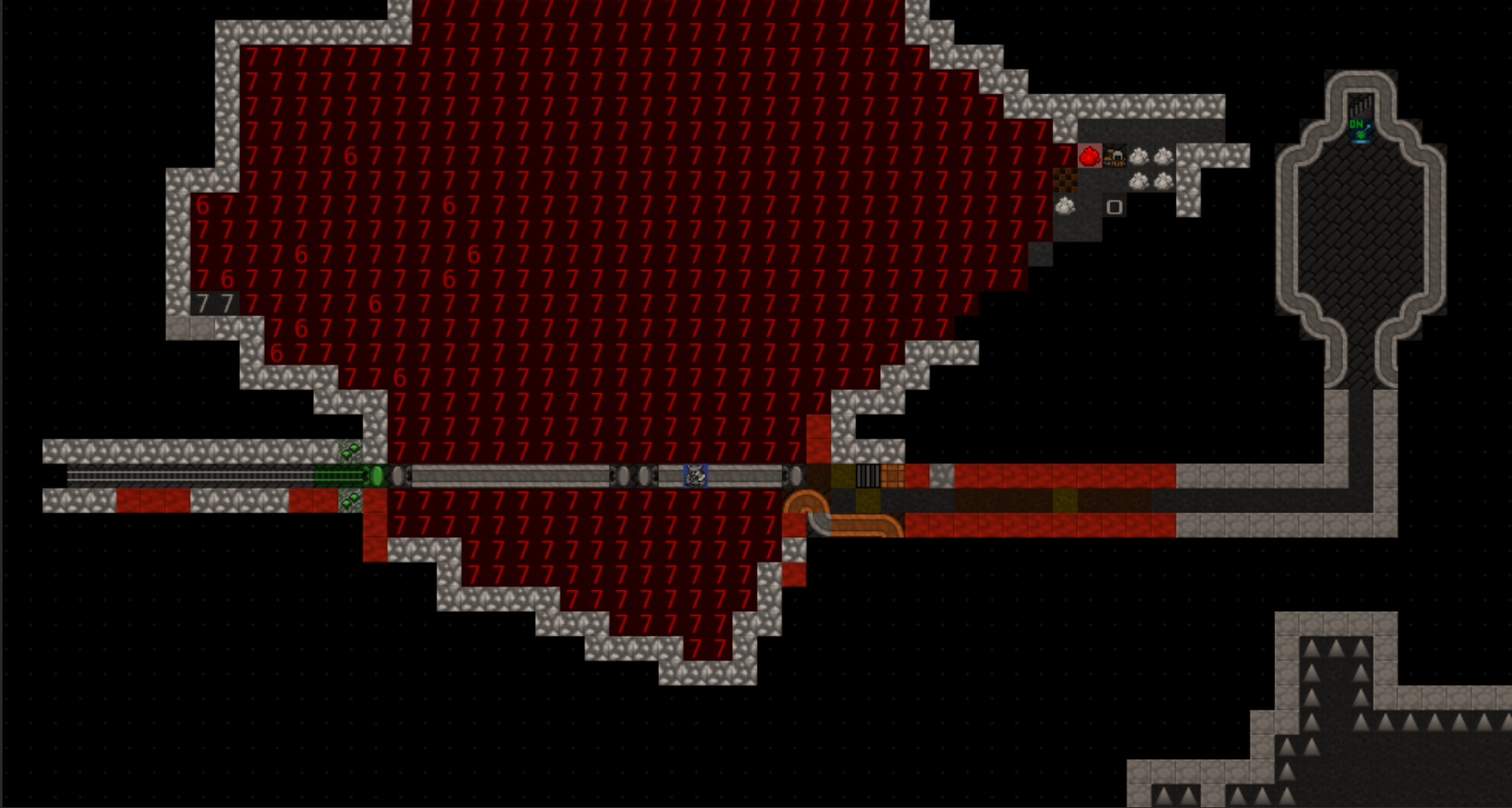
Ugh...

I've spent the night in the snow, and my breakfast consisted of sturgeon brains and sucking my thumb for my own blood.

This is absolutely horrible. At least my name will live on if I can make it to the museum.

I have made it to death traps. I fear that I must spend the night inside. I hope I'm not bothered too much by animals.





I wish I could have lived here while it was still in it's glory days.

I think this was just a dummy cavern. There's nothing but the volcano bridge and the tracks with seemingly no use. There's a stone block blocking what would look like a path into the fortress, but I guess it's not worth anything to me.



I've found a waterfall filled with carp! Those fish might end up suffocating on the bottom...

Dinnerwandered is still fairly far away.

The goblin hamlet that took my left arm's strength away would be "Malicehollow"

It's in "The Systemic Desert," the same desert that housed the giant scorpion that took my right arm away. I want to know why that desert doesn't like dwarven arms.

I'm running low on sturgeon organs, this has been my only and my worst adventure. This stupid bone figurine probably isn't worth my two arms, but at least I will be immortalized in the museum's history. So not all is lost. I just hope I can kick some animals to death to further feed me while I journey towards Dinnerwandered.

A large monster in the shape of a parakeet  
His lower body is rotten His upper body is rotten His head is rotten  
He is gigantic with incredible muscles His throat is gone His lower body is rotten

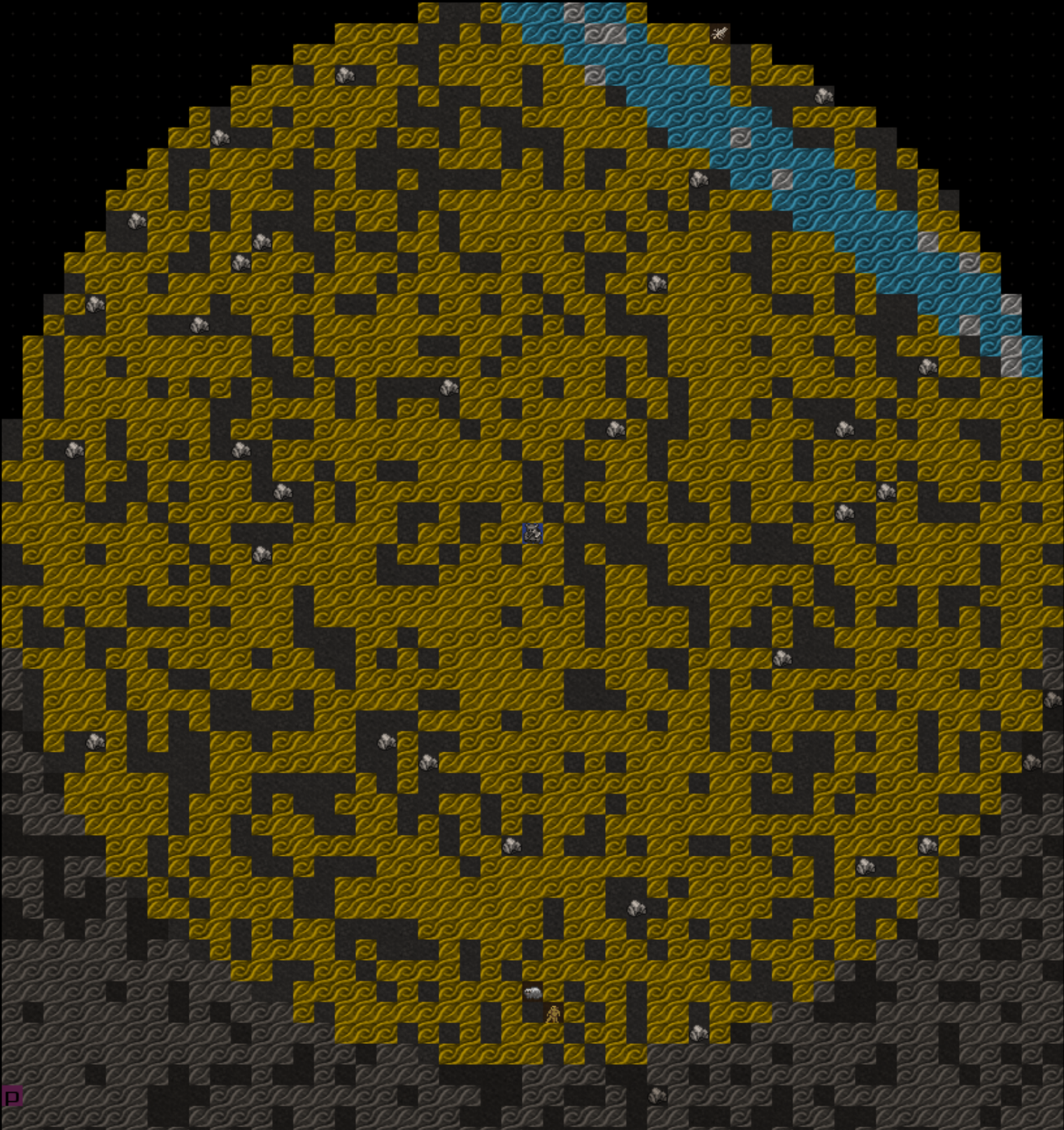
Of course, the river I have to ford is surrounded by giant zombie birds! But they wont best me! I probably wont best them either, but I'll live!

Shit, the birds and zombie sparrow women are chasing me across the desert! Not even the river could seperate us!

NOW THERE'S AN ANGRY HONEY BADGER CHASING ME! HE ISN'T EVEN A ZOMBIE, WHAT THE FUCK!

Correction, he stopped and charged at the sparrow man. This should buy me some time as I cross the brook.





The Honey Badger has become enraged!  
You have discovered a river  
The Sparrow Man Corpse grabs The Honey Badger by the fifth left front toe with his right hand!  
The Honey Badger bites The Sparrow Man Corpse in the left lower arm tearing the muscle!  
The Honey Badger latches on firmly!  
The Sparrow Man Corpse charges at The Honey Badger!  
The Honey Badger looks surprised by the ferocity of The Sparrow Man Corpse's onslaught!  
The Sparrow Man Corpse bites The Honey Badger in the right front paw shattering the bone!  
The Sparrow Man Corpse collides with The Honey Badger!  
The Honey Badger is knocked over and tumbles backward!

What brave little animals.

Thankfully, I sleep another night without interruption by bogeymen. Too bad I only have one portion of sturgeon tripe left. I wonder if I can choke animals with my legs...

I have found a fort! Hopefully it is inhabited by friends of dwarves, or maybe dwarves themselves!

But first, I must kill this weasel.

You release the grip of Your right upper arm on The Weasel's third left front toe  
The Weasel stands up  
You grab The Weasel by the fourth right rear toe with your right upper arm!  
You take The Weasel down by the fourth right rear toe with Your right upper arm!  
You release the grip of Your right upper arm on The Weasel's fourth right rear toe  
You grab The Weasel by the second right rear toe with your right upper arm!  
You release the grip of Your right upper arm on The Weasel's second right rear toe  
The Weasel is no longer stunned  
The Weasel stands up  
You attack The Weasel but She jumps away!  
You grab The Weasel by the throat with your right upper arm!  
You place a chokehold on The Weasel's throat with Your right upper arm!  
The Weasel misses You!  
You strangle The Weasel's throat tearing apart the skin!  
A major artery has been opened by the attack!  
The Weasel passes out  
The Weasel has bled to death

I'm surprised that I found a use for my stump arm!

aaand I can't butcher it. Fuck.

Oh hey, a honey badger corpse right by the front gates of the fort. They've helped me TWICE now.

Damnit, I can't even hold the axe properly to get at the very least it's eyeballs out! I'm going to starve to death!

Perfect, just like the first fort I found. No one lives inside, and there's dead animals strewn about. This time none of them are even butchered for me!



There's no food in the scant pieces of equipment that remain in the fortress.

I've found a human settlement! I'm saved! NOW WHERE'S THE PRICKLEBERRIES!?

They don't have any. At least I'm close enough to dinnerwandered to be able to trade in the marketplace over there.

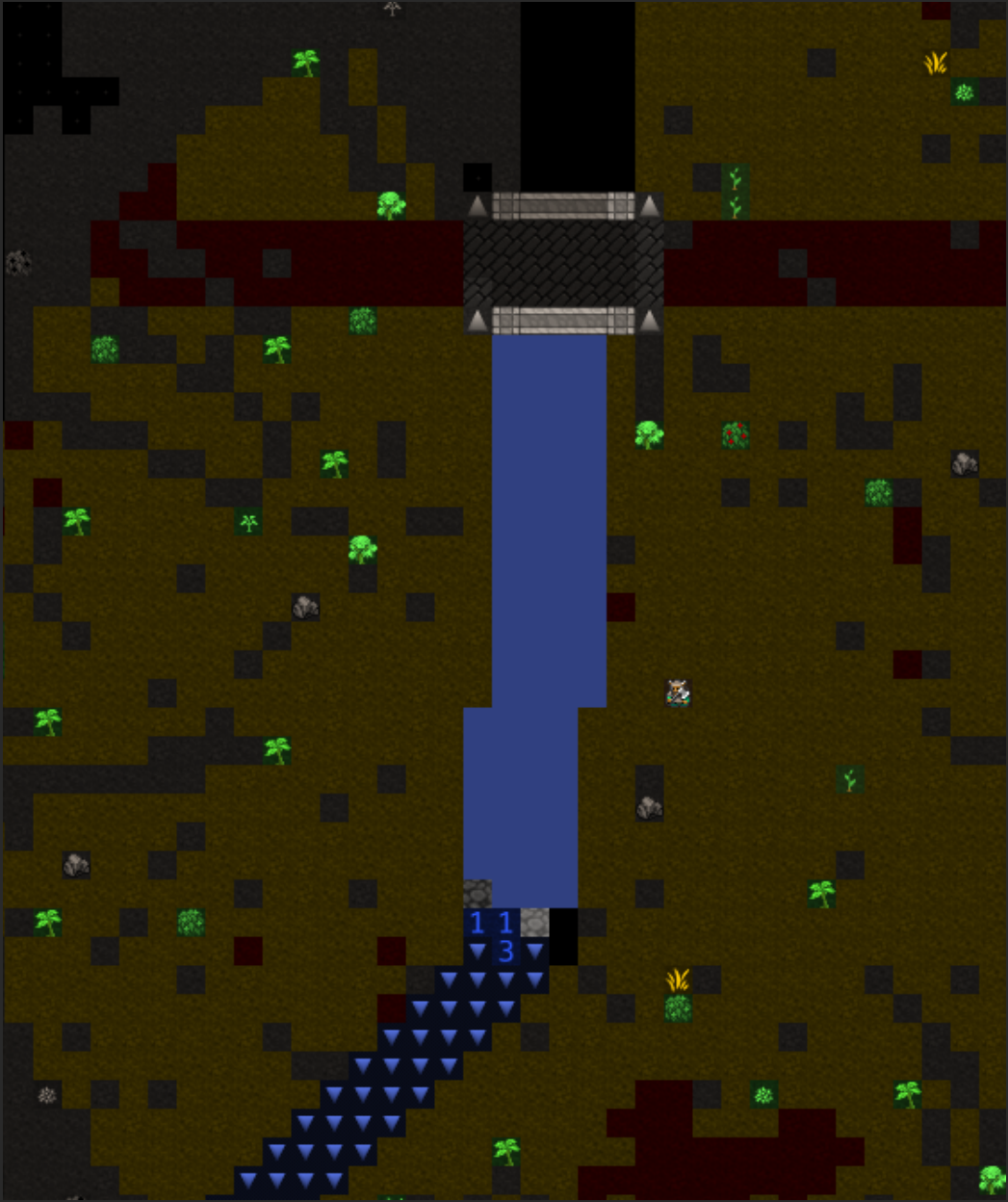
I walk up into the house and what do I see? An old old man dying near me!

Human Woodcrafter has died of old age

I'll stay here for the night, so I'm guaranteed safety from bogeymen.

I drink the last of my water and lick a gold coin that I found near the lair and drift off to sleep.

I'm sooo hungry, and not even any breakfast to tide me over until dinnerwandered! I hope I have enough things to buy food!



A bridge over a waterfall? A pretty luxury for such a small hamlet!





I fear that it will get bloody near Dinnerwandered.

I have made it to dinnerwandered just as dusk settles in! I shall dine like a king tomorrow morning!

\*The prepared sperm whale kidney are from The Confederacy of Inking some of my kind out to the northwest.\*

Perhaps I shall dine today!

You begin a conversation with the Human Child  
Axedwarf: Greetings My name is Meng Craftplan the Dip of Targeting  
Puc Cengirodoh Human Child: Hello dwarf I am Puc Clappedowns  
Puc Cengirodoh Human Child: Life is in a word misery  
Puc Cengirodoh Human Child: Only a fool would travel alone at night! Take shelter or the bogeyman will get you  
Axedwarf: Join me on my adventures!  
Puc Cengirodoh Human Child: I would rather not  
Axedwarf: You look like a mighty warrior indeed  
Puc Cengirodoh Human Child: I'm one hundred fifty-four!

This child is inside of that food imports store... I would fear for my life if I slept inside of there!

Axedwarf: Goodbye  
Puc Cengirodoh Human Child: At this juncture in your life put your faith in Bistra the Illness of Spies

Okay...

I'll just walk by you and...

Puc Cengirodoh Human Child has died of old age

What.

Okay then, this town is REALLY creeping me out.

Took some clothes off of a dead guy, and traded them in exchange for 15 portions of sperm whale kidneys. I'd love to know how they got a sperm whale ABOVE LAND in the first place.

This is a granite slab  
There is writing on the slab but you cannot read

This is probably a greeting sign for the museum! Probably.

Just one more step and I'm inside!

\*sniff\* BLEUGH WHAT IS THAT STENCH!? THERE'S DEAD THINGS EVERYWHERE!

I'm dropping off my figurine of floating guts and my iron battle axe next to these adamantine weapons, I don't even care right now.

I have retired in dinner wandered wearing an iron breasplate and iron helmet, some cloth and leather goblinite, a wild boar ivory amulet, and with a functional stump arm, and a defunct noodle arm. It's been quite !!FUN!!

FPS: 100 (48)

iron battle axe

This is a iron battle axe

Twenty-Seven Notable Kills

Bosa Vomithated the goblin b 909 d 1193  
Stasost Mastervice the goblin b 936 d 1193  
S\thra Dabblergrip the human vampire b 857 d 1193  
Imbo Donkeypockets the human vampire b 960 d 1193  
Song Malignedfroths the goblin b 1023 d 1193  
Song Siegelies the goblin b 906 d 1193  
Dostngosp Flypage the goblin b 989 d 1193  
Usbu Leafell the goblin b 1017 d 1193  
Ngokang Spirescorpion the goblin b 1022 d 1193  
Zom Horrorage the goblin b 993 d 1193  
Stasost Maliceallied the goblin b 1020 d 1193  
Song Guardedscorpion the goblin b 931 d 1193  
Arstruk Cursedrool the goblin b 1011 d 1193  
Zolak Systemdoomed the goblin b 946 d 1193  
Stozu Ghoulcrowns the goblin b 976 d 1193  
Estrur Malignedd dragons the goblin b 929 d 1193  
Ber Menacedances the goblin b 910 d 1193  
Ngerxung Cursegut the goblin b 1000 d 1193  
Aslot Nastyflies the goblin b 966 d 1193  
Utes Princesshate the goblin b 917 d 1193  
Arstruk Chantmenaced the goblin b 1009 d 1193  
Ngerxung Scorpionrubs the goblin b 961 d 1193  
Amxu Flypatterns the goblin b 1007 d 1193  
Tode Dungeoncallus the goblin b 997 d 1193  
Osnun Seduceddrank the goblin b 997 d 1193  
Ngokang Morningtick the goblin b 926 d 1193  
Song Hateobeyed the goblin b 999 d 1193

Twenty-Four Other Kills

Four bogeymen in The Lacy Jungles  
Two coyotes (?) in The Soaked Mountain  
Three coyotes (?) in The Soaked Mountain  
One zombie buzzard (?) in The Random Desert  
One zombie peregrine falcon (?) in The Random Desert  
One barn owl (?) in Velvetybows  
Two ravens (?) in Velvetybows  
One one-humped camel (?) in The Systemic Desert  
One pike (?) in The Systemic Desert  
One giant sparrow (?) in The Systemic Desert  
One alligator (?) in The Systemic Desert  
One alligator (?) in The Systemic Desert  
One thrips man (?) in The Systemic Desert  
One barn owl man (?) in The Systemic Desert  
One barn owl woman (?) in The Systemic Desert  
One alligator snapping turtle (?) in The Systemic Desert  
One cockatiel woman (?) in The Systemic Desert

Slayer

Meng Craftplan the Dip of Targeting the dwarf b 1122 fifty-one kills

46: Status

Thirsty  
Hungry  
Ability to grasp lost  
Motor nerve damage  
Sensory nerve damage

Axedwarf FPS: 100 (49)

Dabbling Butcher 90/500 Thirsty  
Adept Axedwarf 756/1200 Hungry  
Proficient Shield User 34/1000  
Skilled Armor User 861/900  
Novice Thrower 280/600  
Novice Swimmer 111/600  
Dabbling Observer 374/500  
Master Fighter 985/1700  
Novice Archer 280/600  
Proficient Wrestler 485/1000  
Dabbling Biter 23/500  
Dabbling Striker 49/500  
Dabbling Kicker 418/500  
Competent Dodger 606/800  
Dabbling Misc Object User 96/500  
Average-sized for a dwarf  
Speed: 1353

FPS: 100 (48)

Meng Rigothison Bekar Vetek

A short sturdy creature fond of drink and industry

He is muscular. His hair is straight. His long sideburns are braided. His very long moustache is neatly combed. His medium-length beard is neatly combed. His very long hair is arranged in double braids. His bronze eyes are incredibly close-set. His ears have large hanging lobes. His nose is somewhat short. His nose bridge is somewhat concave. His hair is russet. His right lower arm is gone. His skin is pink. His left upper arm bears a massive straight scar.



Thirty=Two Notable Kills

Bosa Vomithated the goblin b 909 d 1193  
Stasost Mastervice the goblin b 936 d 1193  
Sathra Dabblergrip the human vampire b 857 d 1193  
Imbo Donkeypockets the human vampire b 960 d 1193  
Song Malignedfroths the goblin b 1023 d 1193  
Song Siegelies the goblin b 906 d 1193  
Dostingosp Flypage the goblin b 989 d 1193  
Ngokang Phrasemalice the goblin b 916 d 1193  
Utes Wraithdabbler the goblin b 932 d 1193  
Usbu Leafell the goblin b 1017 d 1193  
Ngokang Spirescorpion the goblin b 1022 d 1193  
Zom Horrorage the goblin b 993 d 1193  
Stasost Maliceallied the goblin b 1020 d 1193  
Song Guardedscorpion the goblin b 931 d 1193  
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Ngokang Morningtick the goblin b 926 d 1193  
Song Hateobeyed the goblin b 999 d 1193  
Dostingosp Weresick the goblin b 926 d 1193  
Em Crowddungeons the goblin b 990 d 1193  
Damsto Stolenhoof the goblin b 916 d 1193

Twenty=Seven Other Kills

Four boogeymen in The Lacy Jungles  
One hoary marmot (🦫) in The Soaked Mountain  
One hoary marmot (🦫) in The Soaked Mountain  
Two coyotes (🦊) in The Soaked Mountain  
Three coyotes (🦊) in The Soaked Mountain  
One zombie buzzard (🦇) in The Random Desert  
One zombie peregrine falcon (🦅) in The Random Desert  
One barn owl (🦉) in Velvetybows  
Two ravens (🦅) in Velvetybows  
One one-humped camel (🐪) in The Systemic Desert  
One pike (🐟) in The Systemic Desert  
One giant sparrow (🐦) in The Systemic Desert  
One alligator (🐊) in The Systemic Desert  
One alligator (🐊) in The Systemic Desert  
One thrips man (🐛) in The Systemic Desert  
One barn owl man (🦉) in The Systemic Desert  
One barn owl woman (🦉) in The Systemic Desert  
One alligator snapping turtle (🐢) in The Systemic Desert  
One cockatiel woman (🦜) in The Systemic Desert  
One weasel (🦫) in The Systemic Desert

High Strength

High Agility

Above Average Toughness

Above Average Endurance

Average Recuperation

Average Disease Resistance

Very Low Analytical Ability

Average Focus

High Willpower

Very Low Creativity

Average Intuition

Very Low Patience

Average Memory

Very Low Linguistic Ability

High Spatial Sense

Very Low Musicality

High Kinesthetic Sense

Average Empathy

Above Average Social Awareness

Average-sized for a dwarf

Speed: 1353

Thirsty

Hungry

(I killed 3 goblins with my feet, and a weasle with my stump arm.)

44 images all uploaded to imgur.

Sorry for making y'all wait so long!

I'll upload the save later today, and I won't be making another fortress, as I seem to be out of time. Sign me up for another turn, though!

<http://dffd.wimbli.com/file.php?id=10082>

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **November 17, 2014, 01:37:32 pm**

Congratulations, you have survived the Systemic Desert!

While wandering and coming across corpses I find DFHack deathcause provides a wealth of information on who has tread here before me...

I am downloading the save game so that I can record your exploits on the roll call of mighty heroes.

Edit: Taking forever to download 230MB from DFFD! God knows how long it took you to upload...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **November 17, 2014, 02:27:07 pm**

Great turn.

I'll PM Tavern, and I'll add you to the end of the list.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **November 17, 2014, 06:49:03 pm**

Quote from: kesperan on November 17, 2014, 01:37:32 pm

Congratulations, you have survived the Systemic Desert!

Edit: Taking forever to download 230MB from DFFD! God knows how long it took you to upload...

How many people have died there before? I've had to deal with multiple alligators, giant scorpions, and even goblins there, so I'd imagine there being quite a bit.

Also, I was eating dinner right after I started uploading the file, so no time wasted on my part with that!



Quote from: Bralbaard on November 17, 2014, 02:27:07 pm

Great turn.

I'll PM Tavern, and I'll add you to the end of the list.

Yay! I can finally be immortalized by my tribute to the museum!

BUUT

I do see a bit of a problem here...

Eventually, all of the human and dwarven establishments are going to fall due to people dieing of old age! That child dieing at age 154 is an obvious indicator of this going to happen real soon.

I should probably also note that there was a symbol of a goblin civilization made in bone on the iron breastplate that I took from that dead spearman.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **November 17, 2014, 07:38:19 pm**

Dwarven fortresses are always churning out new dwarflings, and kobolds are spawned over and over in a type of spontaneous regeneration, and the elves and goblins are both immortal, so the only ones really left in the lurch are the poor humans, who have been dying out for some time now.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **November 17, 2014, 10:45:20 pm**

Could you imagine if this world makes it into the age of dwarves?

We have some hunting to do.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **November 23, 2014, 07:43:58 am**

Most of the population is kind of abstracted away in the old version we are playing. For the general population, age and death is not being tracked, those people will be randomly generated each time you load an area, so there will always be enough young people around, even in human towns.

The nobility and historical figures however are being tracked, and all the humans and most of the dwarven nobility will drop dead due to old age once they are being loaded.. When you interact with the random humans in your adventure, those humans can become historical figures, which means they can be encountered later by other players, and they will start to age.

--

Tavern can't play right now, he has been moved to the end of the list, Kesperan is up next...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **November 23, 2014, 09:58:58 am**

The only way this game would make it to the Age of Dwarves is if the populations of the Dwarves exceeded thoses of other races. The only way to do that, is to cultivate then retire successive 200+ Dwarven Fortresses.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **November 23, 2014, 05:20:16 pm**

OK, I have just received my email notifying me of my turn.

I already have the save file so I will get cracking!

Objectives:

1. try to find Mournsaints
2. kill some demons
3. FUN

Wish me luck!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **November 24, 2014, 12:18:53 pm**

Well so far I have reached Crescentattic, the fort that sits at the narrow isthmus between the continents.

So far, there have been zombie dragons and minotaurs beaten to death by their own guts...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **November 30, 2014, 08:43:29 am**

Turn finished.

Will write up during the week, time permitting.

<http://www.mediafire.com/download/29g34nb5z535mmp/The+Museum++Turn+77.zip>

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **December 02, 2014, 11:04:54 am**

So that means it is Timeless Bob's turn again.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **December 02, 2014, 02:12:48 pm**

Ah! OK, I'll DL the save later today.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **December 02, 2014, 04:16:17 pm**

Quote from: kesperan on November 30, 2014, 08:43:29 am

Turn finished.

Will write up during the week, time permitting.

<http://www.mediafire.com/download/29g34nb5z535mmp/The+Museum++Turn+77.zip>

I'm looking forward to the story.

Please note that your turn for the second museum game will likely come up later this week. Jarathor has not responded to PM yet and you're next in line.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **December 02, 2014, 05:04:11 pm**

That works. The Museum of Natural History is being re-genned too. Last one died due to the Nemesis error stalking every Player site.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **December 02, 2014, 05:46:27 pm**

Sorry, that was a reply to Kesperan, your turn for the other game is still somewhere in the quite distant future, we have quite a turn list over there.

About the natural history game, I hope your a bit more lucky with the regen this time. Also, is this nemesis bug something we should be worried about? has it been reported on the bug tracker?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **December 02, 2014, 06:05:25 pm**

Gotcha (and relieved about the Museum II). It was a recurring "Nemesis Unit Load Failure" that migrated from new fort to new fort - it seemed to be related to the Stepladder tool. Something about the game being updated from 40.14 to 40.16 broke that aspect. The sites were unable to be reclaimed and adventurers would crash the game upon entering the site.

It seems like an isolated incident, but since I was going to use the sites for a future Dwarfopoly game, having areas unable to be explored just wouldn't do at all.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **December 07, 2014, 05:56:29 am**

**28th Slate 1193**

Onec the Bandit snuck carefully into the abandoned keep, past dust and cobwebs, as the wind whistled through the gatehouse. His torch flickered and his pulse quickened. Surely the stories couldn’t be true?

Steeling himself, he entered the central courtyard, abandoned and eerie. Pale moonlight illuminated the sinister keep ahead. Onec pressed on.

The door creaked as Onec pushed inside the abandoned building, a gust of chill wind tugging at his badger leather cloak. According to local myth, a malign creature lived atop this castle and Onec had been dared by his brothers to uncover it. Fear now clenched his heart.

Atop a stone throne sat the ancient corpse of a squat dwarf. The creature was encased in blue armour, caked with dust of decades and the congealed gore of untold monsters. On his brow sat a crown of blackened bone. Onec stared at this crown which appeared to twist and ripple, hurting his eyes.

Onec was paralysed by fear as without warning a malevolent glow began to shimmer in the dead dwarf’s eye sockets. Unable to resist, Onec found his throat in the grip of the evil creature.

A voice like death rasped in his head.... “Who are you and why have you come?”

“Onec... Onec Snuggledbunnies.... I am a bandit!” he found himself saying.

The dwarf corpse laughed! Snuggledbunnies!

Black fangs sunk into Onec’s throat and the corpse drained him dry. Kosoth Griffonblaze the Shaken Galley had awakened.

In the backpack of the supposed bandit, Kosoth found a journal detailing the plans of the bandit group – they had hoped to steal from Kosoth and use his treasures to defeat a dragon!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **December 13, 2014, 09:43:48 am**

Any news, Timeless Bob?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **December 13, 2014, 12:47:33 pm**

How many forts do we have that have a proper stairway into hell?

I want to focus my next adventurer's efforts in slaying demons!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **December 13, 2014, 03:09:38 pm**

Oh, wow. Dropping the ball, aren't I? I'll get my save up tout suis.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **kesperan** on **December 13, 2014, 09:47:45 pm**

Quote from: tonnot98 on December 13, 2014, 12:47:33 pm

How many forts do we have that have a proper stairway into hell?

I want to focus my next adventurer's efforts in slaying demons!

I know of three forts with hell breaches. The only one I know for sure has a clear stairway is my own, Ironhelm the Ocean-Castle.

The last visitor was Aco Knitadmire who attacked hell with a host of raised dwarf skeletons from Ironhelm's tombs. The main result of that was a handful of demons getting names from killing the skeletons. Last I checked with my current adventurer there were demons roaming the surface but they may have been moved by the game to lairs now.

There is a carved adamantine stairway down to a hell outpost guarded by an artefact door. All the demons you can eat.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Untrustedlife** on **December 18, 2014, 05:16:49 pm**

I cant belive this is still going on so many great stories, you guys are awesome.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **December 20, 2014, 03:54:39 pm**

Timeless Bob, can you try and upload the save game? We're not in a great hurry with the short turn list, but it would be good to move on.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **December 20, 2014, 05:40:51 pm**

Hard drive crashed, go on without me....

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **December 21, 2014, 08:19:11 am**

:(

That makes it Tonnot98's turn again.

Also, Gnorm never posted his story, so it's time once again to call out for help from the historians guild. Anyone can post his own version of Gnorns story based on legends mode and other research.. of course Gnorm is free to correct us later. The stories will be linked from the front page.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **January 02, 2015, 12:07:10 am**

Oh, son of an elf! I'm late!

Will get started once again tomorrow, sorry for being so late! I hope tavern doesn't mind.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **January 09, 2015, 02:56:15 am**

I guess that with such a short turn list it won't be much of a problem. Keep us updated about progress.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **January 16, 2015, 01:47:13 pm**

Any news Tonnot98? It's time to pass the save game on to Tavern.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **January 25, 2015, 01:47:16 pm**

That makes it Tavern´s turn, I guess. I´ll send a PM.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **January 25, 2015, 03:08:40 pm**

Put me on again, please. Hard drive is back and running, and I'd like to rectify my earlier unplanned absence.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **MrLupenTails** on **January 25, 2015, 04:32:21 pm**

I would love to be added to the list too. Thanks.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **January 26, 2015, 03:24:56 pm**

I'll update the list.

edit: no response from tavern, that makes it Timeless Bob's turn.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **February 06, 2015, 05:01:32 pm**

Is anyone able to post a link to a copy of the 34.11? I'm having a heck of a time finding one in the post-hard-drive crash period.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **February 06, 2015, 07:33:12 pm**

Quote from: Timeless Bob on February 06, 2015, 05:01:32 pm  
Is anyone able to post a link to a copy of the 34.11? I'm having a heck of a time finding one in the post-hard-drive crash period.  
Quote from: kesperan on November 30, 2014, 08:43:29 am  
<http://www.mediafire.com/download/29g34nb5z535mmp/The+Museum+-+Turn+77.zip>  
Or did you mean the starter-pack thing?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **February 06, 2015, 10:22:27 pm**

I meant the actual game itself: DF 34.11.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **arclance** on **February 07, 2015, 10:41:41 am**

All the old versions of the game are archived here. ([http://www.bay12games.com/dwarves/older\\_versions.html](http://www.bay12games.com/dwarves/older_versions.html))

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **February 07, 2015, 11:20:53 am**

OK got it, thanks.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **February 21, 2015, 02:28:32 pm**

Any news?



Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **February 21, 2015, 02:56:50 pm**

None and no - my submission, (when I finally get it completed) is going to be a complete mock-up of Dinnerwandered, (sewers and catacombs) and the surrounding area. While I've been working diligently to get this built, that hard drive crash had me starting all over, which is a crying shame. Pass the turn on to the next fellow, I'm not done yet.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **MrLupenTails** on **February 22, 2015, 05:47:52 pm**

Unfortunately, I will not be able to play. A surprise project came up and it will definitely take a week to finish it. Take me off the list. (Sorry.)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **March 13, 2015, 03:56:10 am**

That takes us to the end of the turn list. Have you continued work on your project Timeless Bob? If anyone is still interested in playing we could pick it up from whatever you have ready now.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **March 13, 2015, 04:20:19 am**

The project proceeds slowly due to RL constraints, but it will be finished one day. I'll probably necro the thread specifically to post pictures of the finished model. I decided to make it into a real diorama with layers that can be removed, like an insanely complex dollhouse.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NJW2000** on **March 26, 2015, 12:08:44 pm**

Can I have a go? Can I? Can I? Can I? Please?

This sounds really fun and exciting. Will try to write something good.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **March 26, 2015, 03:21:13 pm**

Sure! I've send you a pm with the save game.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NJW2000** on **March 27, 2015, 06:12:45 pm**

Played through turn. May have story cooking, let's wait and see. No need to look though legends just yet. Will PM w/ updated world. Will enjoy creative writing task, but can I post unspoilered images, if I think dramatic effect requires it?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **March 29, 2015, 07:10:25 am**

You can post them unspoilered, just make sure they aren't too wide, very wide images tend to mess with the forum format.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NJW2000** on **April 08, 2015, 12:21:51 pm**

Very Sorry, will upload soon, been away from CPU. May require even more time for story, due to exams, but will upload save.

Apologies!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Max™** on **April 10, 2015, 05:57:47 am**

Replace "img" in the tag with "img width=650" and they'll be 650 pixels wide but clickable to full size, which tends to avoid breaking layouts from what I've seen, could go down to 600 or so if you wanted.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 16, 2015, 02:25:26 pm**

Allright the save game by njw2000 was never uploaded, I'd just like to note that anyone that wants to pick up the save game for another turn can do so, just make a post. (the game requires df 34.11)

The current save game can be found here:

<http://www.mediafire.com/download/29g34nb5z535mmp/The+Museum+--+Turn+77.zip>

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NJW2000** on **August 16, 2015, 03:10:51 pm**

I am ashamed, but my story ideas never turned out, and a dead adventurer carrying a dead goat covered in putrid muck is not a particularly interesting addition on its own. So no upload.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 16, 2015, 03:52:41 pm**

Quote from: NJW2000 on August 16, 2015, 03:10:51 pm  
I am ashamed, but my story ideas never turned out, and a dead adventurer carrying a dead goat covered in putrid muck is not a particularly interesting addition on its own. So no upload.

Hey NJW2000, I assumed you were no longer active, I did not mean to skip you

If you still have the save game, upload it, I'dd also like to hear the story. There are no additions that are unworthy of the museum. There have been many adventurers that failed to survive for more then a few steps. Their struggles and hardships are still fun to read, and the museum wouldn't be the same without them.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NJW2000** on **August 16, 2015, 04:53:32 pm**

Sorry, can't actually find it, though I was going to post it. Damn. I'll look more tommorrow, but if I don't reply, I won't have found it.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **August 23, 2015, 10:48:52 pm**

...

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NJW2000** on **August 24, 2015, 03:25:49 am**

Nope. Think I might have deleted my 34.11. Sorry.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **August 28, 2015, 10:53:30 am**

Is Gnorm really still writing after all that time?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Gwolski** on **August 29, 2015, 02:35:58 pm**

i want a go!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Bralbaard** on **August 31, 2015, 03:26:17 pm**

Great!, I'll add you to the list, you can start right away.

The current save game can be found here:

<http://www.mediafire.com/download/29g34nb5z535mmp/The+Museum+-+Turn+77.zip>

Regarding gnorm, I guess it would be fair to call in the historians guild, as we did before. Anyone who wants can use legends mode to post his own version of events based on what the game recorded. I'll link the entries from the front page.

NJW2000, while the save game is lost, I could still add the story about that poor goat to the front page, if you have more details.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **NJW2000** on **September 01, 2015, 02:14:31 pm**

Ok, I'll try to write it, but'll be in Germany for a week on tablet, so it will not be soon in coming. sorry.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **tonnot98** on **September 22, 2015, 10:28:10 am**

Our last completed turn was in 2014, and it's halfway into 2015.

Has this finally died?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **September 22, 2015, 02:58:48 pm**

Still working on the Dinnerwandered map. However, since I haven't finished it yet, (and have had to restart from scratch several times due to a number of unfortunate events), I haven't asked for a re-up again. Besides, if you look at previous years for this game, the summers were usually pretty dead as people were off having a life, and September was spotty due to lots of people just re-starting school. I'm expecting those who miss the challenge of regular gob attacks and being unable to jump or climb in adventure mode to start asking for turns once more pretty soon.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **chaotic skies** on **January 01, 2016, 10:11:54 pm**

I'd like to sign up if this is still running.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pikachu17** on **January 20, 2016, 12:02:09 pm**

may I join? and can I use dfhack to make my fortress?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **January 20, 2016, 03:36:41 pm**

Quote from: pikachu17 on January 20, 2016, 12:02:09 pm  
may I join? and can I use dfhack to make my fortress?

Yes and yes. However, the save file has a number of corruptions, so save often and expect unexpected crashes due to "general existence failure". The world is slowly imploding after all and whomever plays in it is playing in the End of Days.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Untrustedlife** on **January 21, 2016, 07:25:17 pm**

Bob you should try out the new adventurer succession game.  
42.05 fixed the major reputation issues.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **January 22, 2016, 05:39:43 am**

Oooo...

Is that the one that bans tilesets?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pikachu17** on **January 22, 2016, 02:44:09 pm**

How do I join and what version do I need for this?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **January 22, 2016, 05:30:14 pm**

[Quote from: pikachu17 on January 22, 2016, 02:44:09 pm](#)  
How do I join and what version do I need for this?

Unless someone already has posted that they have the last save file, then you just get that last save file, and as it says in the title: "34.11". It's a few years old, but like a Timex watch, just keeps ticking along.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Untrustedlife** on **January 22, 2016, 10:37:48 pm**

[Quote from: Timeless Bob on January 22, 2016, 05:39:43 am](#)  
Oooo...  
Is that the one that bans tilesets?

yessir, and tilesets are for the weak. 8)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **January 25, 2016, 04:35:40 am**

[Quote from: Untrustedlife on January 22, 2016, 10:37:48 pm](#)  
[Quote from: Timeless Bob on January 22, 2016, 05:39:43 am](#)  
Oooo...  
Is that the one that bans tilesets?  
yessir, and tilesets are for the weak. 8)

I guess I'm weak then.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Untrustedlife** on **January 25, 2016, 02:54:18 pm**

[Quote from: Timeless Bob on January 25, 2016, 04:35:40 am](#)  
[Quote from: Untrustedlife on January 22, 2016, 10:37:48 pm](#)  
[Quote from: Timeless Bob on January 22, 2016, 05:39:43 am](#)  
Oooo...  
Is that the one that bans tilesets?  
yessir, and tilesets are for the weak. 8)  
ill be honest I used to use phoebus all the time, but I started preferring ascii about a year ago.  
I guess I'm weak then.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pikachu17** on **January 26, 2016, 02:47:32 pm**

To be clear I want a turn.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **DVNO** on **January 27, 2016, 03:40:22 am**

[Quote from: pikachu17 on January 26, 2016, 02:47:32 pm](#)  
To be clear I want a turn.

The last player to ask for a turn was August 29, 2015 and hasn't checked in since. Go ahead, have at it. there is literally no one left in the thread to stop you. :P

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pikachu17** on **January 29, 2016, 02:16:19 pm**

so do I just download the last map, and then play as per rules? and where do download it?where do I write down my adventures?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pikachu17** on **January 29, 2016, 02:24:47 pm**

most importantly I do NOT know how to upload someone please tell me how

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pikachu17** on **February 02, 2016, 10:47:57 am**

i started out as a hammerman in boarmenaced. the first thing i thought was," that's a lot of corpses"  
i then travelled the town trying to find a living human. i then found the entrance to the sewers. i had never been in the sewers before. i went down.  
there were a lot of corpses down here to.here I grabbed a bunch of stuff like an amulet and some poison blowdarts. i then noticed a trail of water that went under some rocks. "where's that go?", i wondered. i wish i had realized i would not be able to breathe in there. i then tried to swim through there. death, drowning. i tried to save but it had a problem and was unable to save. can i take another turn when it does not save?

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **February 03, 2016, 11:16:32 pm**

[Quote from: pikachu17 on February 02, 2016, 10:47:57 am](#)  
i started out as a hammerman in boarmenaced. the first thing i thought was," that's a lot of corpses"  
i then travelled the town trying to find a living human. i then found the entrance to the sewers. i had never been in the sewers before. i went down.  
there were a lot of corpses down here to.here I grabbed a bunch of stuff like an amulet and some poison blowdarts. i then noticed a trail of water that went under some rocks. "where's that go?", i wondered. i wish i had realized i would not be able to breathe in there. i then tried to swim through there. death, drowning. i tried to save but it had a problem and was unable to save. can i take another turn when it does not save?  
you should just let your fellow drown then "finish the game", and go make a fortress somewhere. If you read about the various other adventurers, many also took "the long nap" after a short adventure.

Of course, if no-one is after you in the turn list after you're done, you should take another turn with another adventurer.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pikachu17** on **February 05, 2016, 02:22:02 pm**

[Quote from: Timeless Bob on February 03, 2016, 11:16:32 pm](#)  
[Quote from: pikachu17 on February 02, 2016, 10:47:57 am](#)  
i started out as a hammerman in boarmenaced. the first thing i thought was," that's a lot of corpses"  
i then travelled the town trying to find a living human. i then found the entrance to the sewers. i had never been in the sewers before. i went down.  
there were a lot of corpses down here to.here I grabbed a bunch of stuff like an amulet and some poison blowdarts. i then noticed a trail of water that went under some rocks. "where's that go?", i wondered. i wish i had realized i would not be able to breathe in there. i then tried to swim through there. death, drowning. i tried to save but it had a problem and was unable to save. can i take another turn when it does not save?



you should just let your fellow drown then "finish the game", and go make a fortress somewhere. If you read about the various other adventurers, many also took "the long nap" after a short adventure.

Of course, if no-one is after you in the turn list after you're done, you should take another turn with another adventurer.

ok,i'll make another adventurer what do you think I should call him? my first thought is "urist dragonkills" it'll make it more fun when he dies to a hungry head

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **February 05, 2016, 04:31:01 pm**

Female Human adventurer: Snow White  
[Spoiler](#) (click to show/hide)



See how many of the forest creatures she can sing to, before retiring her with some Dwarves.  
Extra points if you can find and recruit a hunter as a companion (he's been ordered to take her heart...)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pikachu17** on **February 09, 2016, 10:19:35 am**

Quote

See how many of the forest creatures she can sing to, before retiring her with some Dwarves.  
Extra points if you can find and recruit a hunter as a companion (he's been ordered to take her heart...)

aren't I supposed to bring stuff to museum isn't that the goal of this game? I do like the idea though. i'll try to find a hamlet that has only seven dwarves living in it. (in this game dwarves live in cities right?)

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **February 09, 2016, 04:36:04 pm**

Quote from: pikachu17 on February 09, 2016, 10:19:35 am

Quote

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Well, Snow White can bring something to the Museum too, as part of her journey, but think of it as a themed journey rather than "here I am suddenly ka-pow existing, I will kill my way across the world until I die or become unstoppable like some deep dwelling husk creature, but that will be the entirety of my purpose, to kill until I put something in a museum." Some dwarves live in cities, but I think the majority of the ones still living live in Player-made sites.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pikachu17** on **February 23, 2016, 11:33:15 am**

i started in the town of ruthlessbrand as a human swordswoman. i walk into a house to get quests, and find mtself in a battle against a werelizard. we humans are winning the battle. ooohh, i got the kill! i hope they like me killing werebeasts. wait, i killed a werebeast and ican't share that news, yet when ido not do anything i can share news? i loot the victims of the werebeast for coins.i shall travel to the museum and try to find what is not already there. i don't know the name of the museum, but i think it was near dinnerwandered. i go to sunkengem and are attacked by a dwarvish military commander who promptly kills me. why did he decide to kill me? btw there was also a hunter who helped kill me. guess he couldn't fight his orders in this version of snow white

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Untrustedlife** on **March 20, 2016, 02:36:21 pm**

Great thread :), we need number 3 when the next update comes out :P.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Hiddenleafguy** on **February 22, 2017, 06:19:25 pm**

Sign me up, if this is still a thing, Leafy is making a comeback!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Timeless Bob** on **February 22, 2017, 11:09:17 pm**

There was a second Museum game that piffled a Nemesis Unit Load error started stalking the sites. With the current temple/inn version, sites certainly become more messy as time goes on. Still, necroing this version of the game could be fun too.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **pikachu17** on **February 28, 2017, 12:21:11 pm**

Quote from: Untrustedlife on March 20, 2016, 02:36:21 pm  
Great thread :), we need number 3 when the next update comes out :P.

Yeah, I'd like to sign up! :P

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **Novel Scoops** on **February 28, 2017, 08:10:40 pm**

New recruiting thread for the next version? C'mon. Ya'll motherfuckers know that player sent sieges will make this innterresting.

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **The Lupanian** on **February 28, 2017, 09:48:45 pm**

Quote from: Novel Scoops on February 28, 2017, 08:10:40 pm  
New recruiting thread for the next version? C'mon. Ya'll motherfuckers know that player sent sieges will make this innterresting.

I'm all for it!

Title: **Re: The Museum: Adventure mode succession world (DF 34.11)**  
Post by: **TheImmortalRyukan** on **March 01, 2017, 10:55:30 am**

I'm in, though I'm gonna read this thread to find out what I'm even signing up for XD